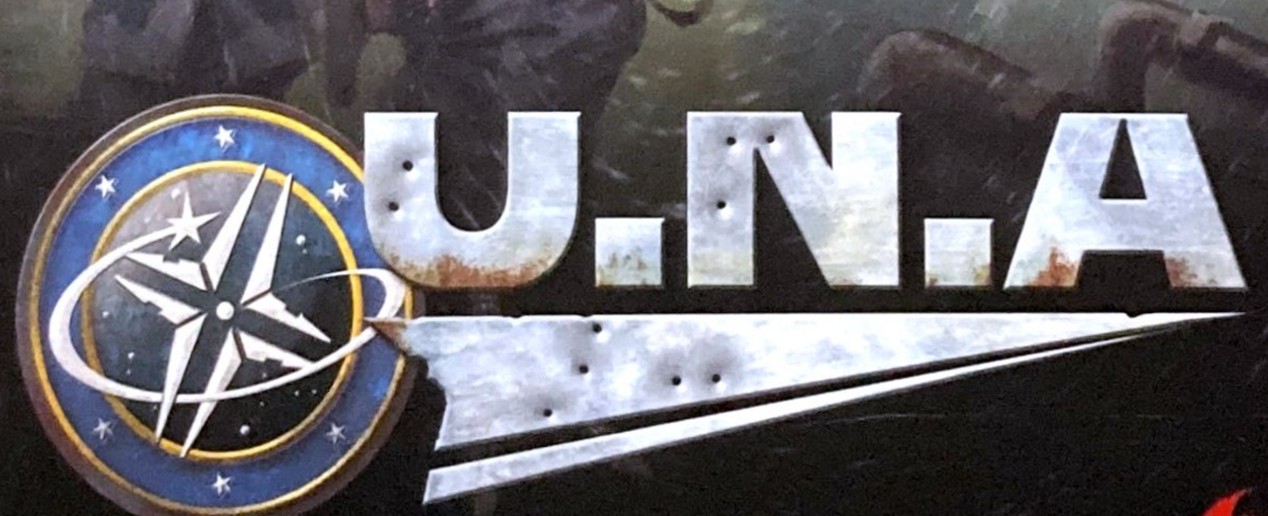
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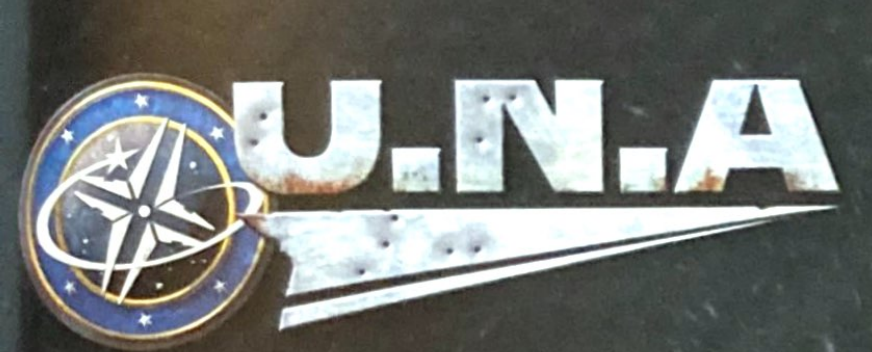
AT-43







"No one escapes war!"



"We're not lucky bastards, we're just the best!"

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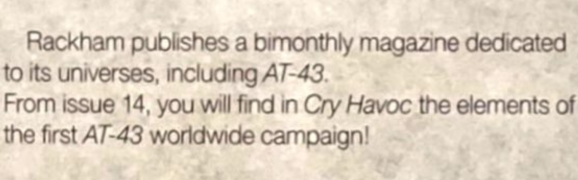
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Updated edition



CRY HAVOC

Rackham publishes a bimonthly magazine dedicated to its universes, including *AT-43*.
From issue 14, you will find in *Cry Havoc* the elements of the first *AT-43* worldwide campaign!

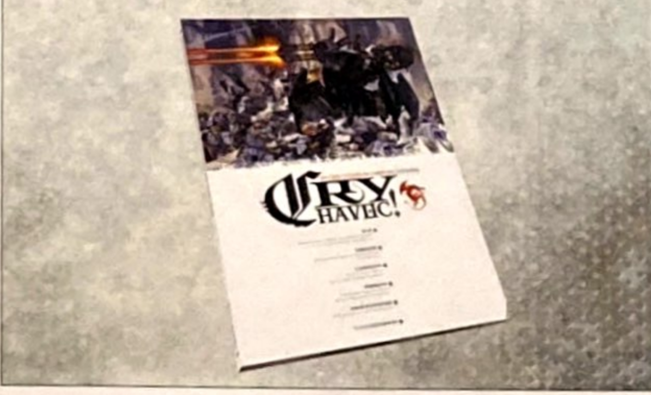


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INTRODUCTION

The *AT-43* range grows with a series of reference works, the Army Books, destined to all players.

All fans of *AT-43* will enjoy the exclusive information found in these supplements.

Knowing everything about an army means knowing not only how to lead it, but also how to defeat it!

UNITED NATIONS OF AVA

The United Nations of Ava are leading humanity on the road to progress, success and prosperity. The U.N.A. have merged to become one powerful political entity in the fratricidal struggle against the Red Block dictatorship. Their unity has been forged in the fire of the morphos invasion and has been quenched in the freezing depths of space, where the invader is assembling its deadly machines.

Three factions provide all that is required to defend the United Nations of Ava's righteous claims to superiority.

• Central Command leads the White Stars armies and takes them to victory.

• The Military Industrial Complex equips the glorious U.N. soldiers with the latest and most powerful combat technologies.

• Union, nicknamed Syndicate by its enemies, combines the various corps of defenders of order and freedom who demonstrate the splendor of U.N ideals across the universe.

To be a U.N.A. citizen is to join the defenders of good, to be part of the most advanced human power. To join the White Stars is to become the invincible guardian of this philosophy. Equipped with the latest human technological achievements, the White Stars demonstrate a little more every day that freedom is their greatest weapon.

YOU DON'T PLAY THE U.N.A.?

Take your time and experience the fear!

Learning by heart the secrets and characteristics contained in this *Army Book* will not be enough to defeat the U.N.A., but it is a good start though. However, if you want to defeat such an opponent, you will need to... play!

WHAT WILL I FIND IN THIS BOOK?

The U.N.A. give you access to the top secret files on their armed forces. You will find in these pages everything you need to know about the army that defeated the morphos and victoriously defended Ava from the collectivist hordes of the Red Blok. This Army Book will teach you how to become the best!

In the first part, the U.N.A., you will find crucial information to help you understand the United Nations of Ava, home to the best soldiers in the universe:

• The chapter "History of Ava" explains how the ideal society ruling half of Ava was born.

• "Living in the U.N.A." shows how free and blissful the citizens of this galactic federal state are.

• "Ava, galactic capital" details the main planets that joined the U.N.A.

In the second part, "The White Stars", you will get a complete presentation of the most powerful war machine in the galaxy:

• The CentCom, M.Ind and Union chapters complete the company building rules by offering three thematic armies.

• Three genuine heroes open the presentation of the U.N. troops. These women and men lead the best of the best to victory. They are the famous Sergeant Borz, Captain Newton and Colonel Stark.

• The infantry (regular units, elite units and battlesuits) are detailed in the following pages, because in the U.N.A. each soldier is a hero, each battle a victory!

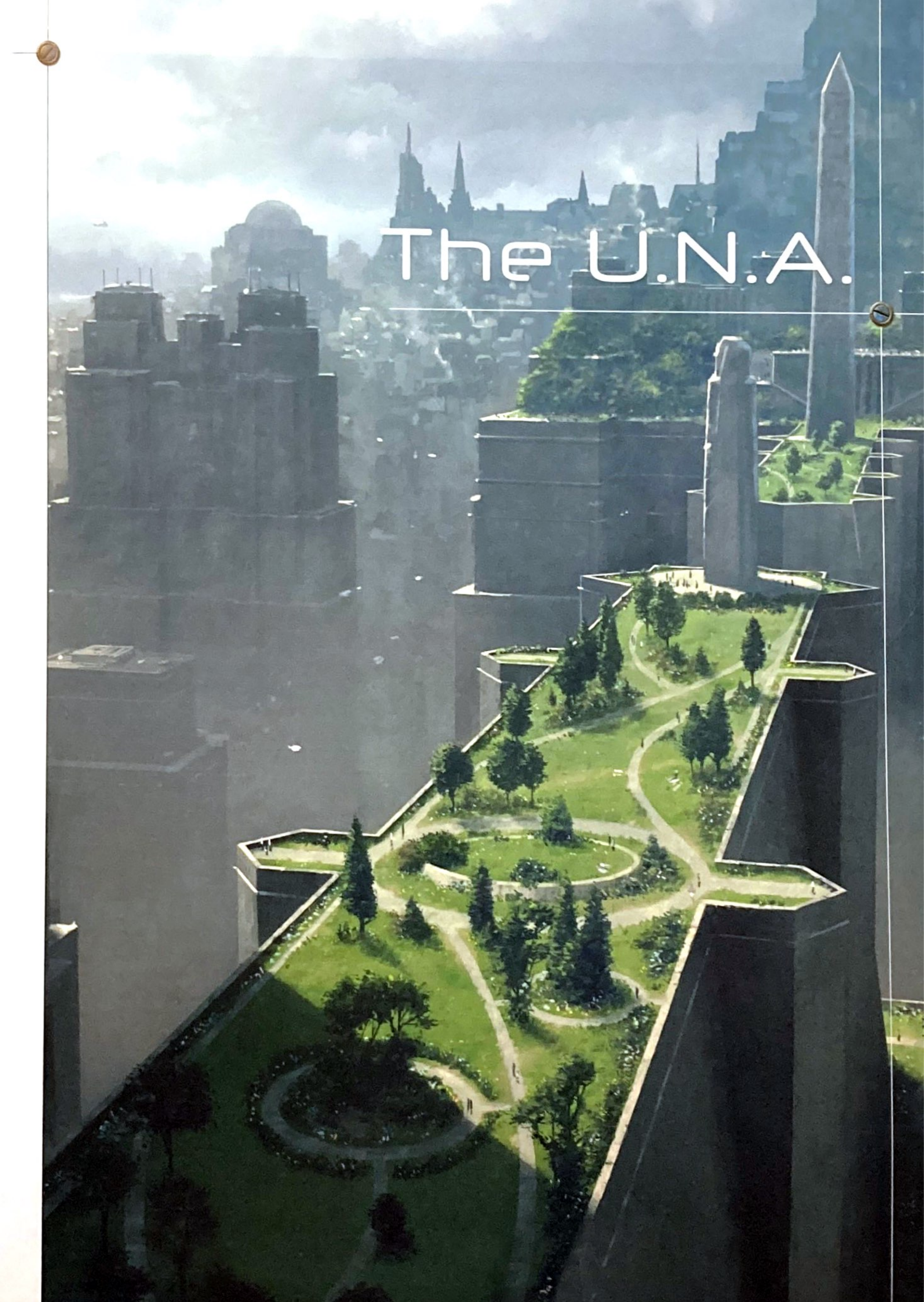
• Finally, the best U.N. armored fighting vehicles reveal their secrets: the agile recon striders, the terrifying assault striders and of course the mind-blowing support striders.

The third part reveals the political and scientific orientations of the U.N.A. with a presentation of the agencies that participate in the war effort on Ava as they explore the galaxy, establish contact with alien civilizations and develop new technologies.

You will find in the Appendixes a summary of the U.N. arsenal, a company sheet and a handy summary of the rules to prepare for a game of *AT-43*.

With the *Army Book: U.N.A.* you are ready to join the best!

The U.N.A.





History of Ava

THE ORIGINS

For centuries, Ava was divided into a great many nations separated from one another by culture, language and history. However, they all shared the myth of an ancient civilization that mysteriously disappeared. All that remained of this civilization were colossal pyramids, covered with frescoes. It was discovered that these bas-reliefs were in fact scientific concepts and mathematical formulas. Some of these inscriptions were elementary, others far more advanced...

From BT-2000, small groups of people set out to find these pyramids, collecting rumors and legends, hoping to discover the secrets of the elders. Between approximately BT-2000 and BT-1000, the alphabet, astronomy, mathematics and other scientific achievements came from the texts deciphered from inscriptions found on the sides of these pyramids. Around BT-750, the most advanced nations of Ava were employing groups of scientists specialized in finding and studying these vestiges. International expeditions travelled all over Ava to unveil those that had been too isolated or inaccessible until then and that had therefore kept their secrets intact. In this domain, the Coleman expedition made a decisive contribution in BT-377. Around BT-500, the Avans had discovered that these pyramids were hollow and had managed to get inside. However, they could neither understand the purpose of the enormous blocks found inside, nor discover where the unfathomable shafts found were supposed to lead. All they could make of it was that these might have been natural tunnels, probably used as heat sources to maintain a comfortable temperature inside these titanic buildings.

BIRTH OF THE U.N.A.

In BT-377 the Coleman expedition discovered the pyramid of Hamrun at the South pole, one of the last areas still unexplored at the time. The scientists of the expedition found great treasures of science inside, including seven very advanced machines they called "medusas" because of their singular appearance.

The members of the expedition realized that this level of technology was going to change the course of History. They kept their discovery secret and wrote the manifesto for the United Nations of Ava. The document called humankind to embrace a new era of harmony and progress. They then presented their report to their respective governments.

In BT-376, after months of negotiation, the various governments decided to hide the findings of the Coleman expedition from the population and created the Morningstar agency, an international organization in charge of studying the technology of Hamrun in utmost secrecy. Thanks to their work, Ava underwent several industrial revolutions within the following decades.

In BT-250, the influence of Morningstar became so important that it fulfilled one of its objectives: the union of the major

nations of Ava into one single political structure. Thus were born the U.N.A., from a revised version of the manifesto. The symbol of Morningstar, the bright star of dawn, became the emblem of this federation.

In BT-223, the U.N.A. organized the first space flight. An unprecedented era of progress had begun.

In BT-199, the first interstellar mission landed on an inhabitable planet, Hades, and returned to share some great news. Hades was extraordinarily rich in ore. Despite its volcanic activity that made it difficult to colonize, nothing could stop the enthusiasm of the U.N.A.

In BT-192, the first colonial expedition was launched, a landmark in galactic conquest.

In BT-155, the supremacy of the U.N.A. was such that the last remaining independent states joined the federation. Coleman's dream had come true: all the nations of Ava had been unified into a single federal government. The centralization of the resources of Ava allowed the speeding up of the colonization of the galaxy.

In BT-147, the Muse agency established first contact with the Cogs, the first alien people met by the Avans. Some fruitful economic and scientific exchanges were set up. This new market brought prosperity back to the U.N.A. as it was starting to suffer from the formidable costs required for the conquest of the galaxy. From then on, although other non-human species were discovered, none of them were willing to establish relations beyond superficial contact, except for the Karmans.

FACING THE RED BLOK

Until BT-12, the U.N.A. kept pursuing their dreams of unification. The U.N.A. had already settled many stellar systems and were leading an empire based on economical power and the enthusiasm of the people for colonization. Of course, conditions were difficult in the colonies, but the settlers enjoyed total freedom on these newly discovered planets. It was a time of pioneers, audacity and unlimited possibilities, values pushed forward by the government to hide the sometimes extreme harshness of reality.

Hades, the first of these colonies, was a young world still in formation. It was a planet of lava and volcanoes, beautiful and dangerous. At the time, heavy industries, notably armament companies, had massively settled there. The most enterprising settlers managed brilliantly well in building a rich and powerful society. A vast population of workers also lived there, exploiting the mineral resources of Hades. However, the considerable differences in lifestyle between the elite and the simple employees gave birth to a protest movement. The funds stolen by some of the planet's leaders were the spark used by agitators to stir a movement that soon grew. The miners went on strike; and the demonstrations were more and more violent as the workers' demands continued to be ignored.

Hades was a symbol, the first colony ever established by the U.N.A. It was impossible for the federation to let a small group of agitated protesters endanger its future. If the careful organization that allowed the population of Hades to survive on this merciless world was to be upset, the U.N.A. themselves would be shaken to their foundations. So the army was sent in before it was too late. In the end, the up-risings were repressed with violence. For a time the agitation was quietened. However, the revolutionary movements had not been brought to heel.

A LITTLE CHRONOLOGY

BT-377	The international Coleman expedition discovered the pyramid of Hamrun.
BT-376	Creation of the Morningstar agency.
BT-250	Creation of the U.N. Capital: New Eden.
BT-223	First flight into space.
BT-199	First interstellar mission.
BT-192	The conquest of the galaxy begins.
BT-155	The U.N.A. finally unify Ava.
BT-147	The inter-governmental agency Muse establishes a first contact with the Cogs.
BT-12	Beginning of the revolution on Hades.
BT-10	The counter-offensive on Hades fails.
BT-9	Part of the nations composing the U.N.A. rebel. Birth of the Red Blok and Frontline. Amendment to the U.N. constitution to welcome extra-planetary governments into the federation.
BT-4	The Therian fleet is spotted 1.2 ly from Ava.
BT-3	The Therians land at the poles of Ava.
BT-2	The Therians start the doom machines.
BT-2 until BT-1	Cataclysms on Ava.
BT-0/AT-1	Beginning of the new calendar. Muse makes contact with the Karmans.
AT-1	Antarctica campaign.
AT-31	The industrial strikes.
AT-39	The year of skirmishes. Several limited offensives are led by the Red Blok.
AT-39	The landing on Nowhere.
AT-40	The Great White Stars maneuvers.
AT-41	Battle of Proserpina.
AT-43	Operation Damocles is launched. The Karman embassy is opened in New Eden.

BT: *Before Trauma*

AT: *After Trauma*

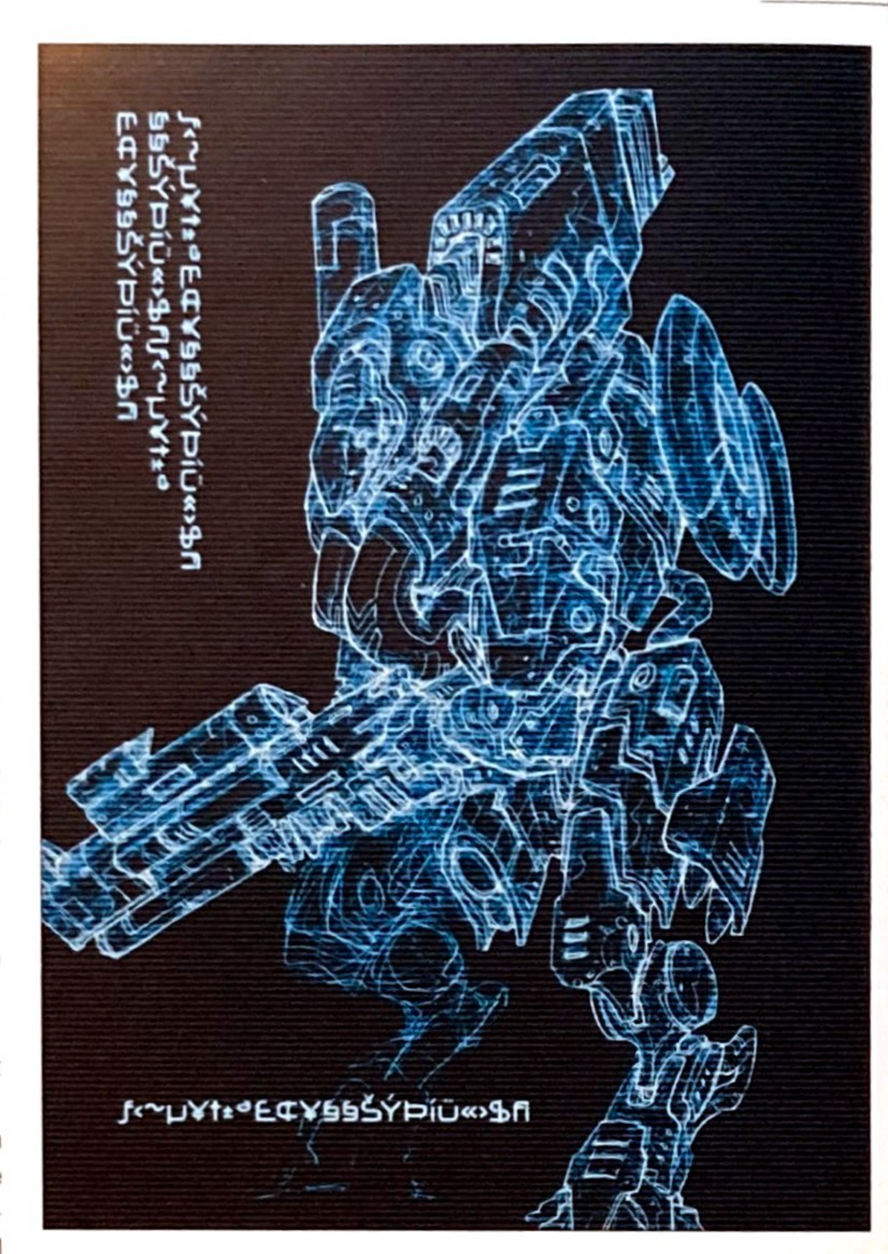
The repression forced them to go underground and organize in secret. They created a new ideology, collectivism, based on the equitable redistribution of resources by a central government. This perspective was extremely appealing on a world where death regularly struck those not sheltered by success. The doctrine spread all over the world and even among the military forces in charge of security on the planet.

A huge revolutionary movement soon launched a general offensive. The fighting was short but violent and ended in a revolutionary victory. By BT-12 the fall of Hades was complete.

The U.N.A. could not let one of their richest colonies secede. The resources of Hades and its symbolic value were far too important.

The Hades counter-offensive was then decided. It ended in a military disaster for the White Stars, the U.N. army, as they discovered the difficulties of interstellar warfare the hard way. Having suffered great losses and forced to retreat after the utter failure of their mission, the expeditionary forces still managed to spare most of their army.

The victory of the insurgents was the final push for the collectivist movement. Many Avan colonies soon joined in, claiming their independence. In order to organize its existence, the movement gave itself a name. The Red Blok was born.



The U.N.A. tried to contact other non-human species, hoping to get some support from the Cogs at least in return for the commercial relations established back in BT-147. But they all refused to have anything to do with ideological struggles that did not concern them and which they did not understand anyway.

By BT-9 the front had stabilized: realizing the threat represented by the revolutionary movement, the U.N.A. amended their constitution. The colonies that wished both to be recognized as nations of their own and be part of the U.N.A. were represented in government. As opposed to the Red Blok and its ragtag assemblage of reckless governments, the U.N.A. built an interplanetary federation where every nation recognized the central role of the mother world, Ava. It was at that time that the name "United Nations of Ava" took on its contemporary interstellar sense.

From BT-9, each side strengthened its positions and launched great propaganda campaigns, aimed at destroying the enemy's ideology. The Red Blok refuted the U.N.A.'s arguments and developed its own with success. They quickly managed to convince part of the nations of Ava to join them. Frontline, the Local Collective of Ava, was created.

It was a terrible ideological defeat for the U.N.A. They fought back by initiating an antirevolutionary war, a curious conflict of skirmishes and small battles with limited stakes. The war lasted until BT-0 when the Therian invasion and the Trauma turned things upside down.

INITIAL CONTACT

In BT-4 the U.N.A. spotted unknown artificial objects approaching Ava. None of the non-human species met before had shown more than polite indifference about the Avans, apart from the Cogs, and none had ever shown any aggressivity.

The direct approach of an unknown species generated both hopes and fears. When the Therians landed, choosing isolated areas such as the poles, their interest was concentrated on what the ancient and long lost civilization had left behind. The Avans realized that the great builders were not Avan after all.

The machines that had puzzled explorers for so long revealed their true nature when their Therian masters switched them on, in BT-2. Apocalyptic storms were induced, followed by earthquakes, volcanic eruptions and cataclysmic electromagnetic phenomena. Ava trembled and twisted in the monstrous technological embrace that was forcing it out of its orbit, changing its rotation speed and probably trying to squash it like an overripe fruit.

Billions of Avans died. The U.N.A. signed a quick truce with the Red Blok to fight back against the Therians before all Avans were exterminated and the planet annihilated.

The Antarctica campaign in AT-1 was the climax of this union. In a first move, the Red Blok alone threw all its troops into battle. The U.N. and Red Blok staffs were still distrustful of one another and had great problems cooperating. Besides, the worse climatic had mostly affected the Red Blok, leaving the U.N.A. largely unharmed. They could give themselves some time in order to prepare the offensive while the Red Blok was forced to react while it still could.

Hordes of revolutionary soldiers, supported by countless armored fighting vehicles, clashed with the Therian combat machines. At first, the Therians seemed overwhelmed by the numbers deployed. But the Red Blok suffered such great losses that the offensive progressively slowed down, threatening to be stopped by the fierce resistance of the Therian machines. Monstrous golgoths began to appear here and there. They seemed invulnerable and sowed panic while the hastily assembled golems massacred thousands of tired and dispirited soldiers.

The armed forces of the Red Blok also discovered that the Therians were not fighting alone: some ape-like creatures, the Karmans, seemed to be fighting by their side.

When the U.N.A. finally joined in, they were better prepared and had had the time to study their enemy and analyse its weaknesses. Faster and better equipped, they reached deep inside the invader's installations. Two unexpected events hurried the victory of the joint forces of Ava. First, the doom machines stopped all of a sudden and their masters were unable to start them again. Then the Therian overseers realized that the U.N. forces were, in fact, knocking at the door of their quarters and panicked. They scrambled back aboard their ships and returned to where they came from, leaving behind them a planet in ruins. The damage of the apocalypse and the billions of dead were not all they left; they also abandoned treasures of military equipment that would change both U.N. and Red Blok technology forever.

THE BURDEN OF THE TRAUMA

The traumatism

Despite the euphoria of victory, the situation on Ava was far from idyllic. Hundreds of millions of people had lost everything and were still dying every day from the lack of food and proper shelter. The planet was calming down but was still shaken now and again by volcanic eruptions, earthquakes and storms.

However, the psychological trauma suffered by the survivors was worse. Many Avans were left confused or on the verge of madness. The planet's convulsions and the unlimited technological superiority of the Therians did not help ease the feeling of helplessness. Geography had been changed, abysses and mountains had appeared, entire regions had been wiped off the map. Even the length of days and years had been altered. A day was only twenty four hours long, instead of twenty eight,



and the year was no longer three hundred and twenty days long but three hundred and sixty five. More than anything else, it was the loss of these fundamental landmarks that left the Avans in despair. Daily life had to be reorganized from scratch. The U.N.A., less hurt than the Red Blok by the Therian cataclysm, took the initiative. They created a new calendar, based on the first day hope had returned, the day the Antarctica campaign was launched by the Red Blok. They recalculated the dates and worked hard to give back the Avans the landmarks they had lost, allowing them to cope with the trauma and even get over it for some. When they called upon the colonies' help, the latter offered their resources to help the mother planet in an unprecedented demonstration of solidarity.

This was the first year after the Trauma, AT-1. It was also the last collaboration between the U.N.A. and the Red Blok.

The end of the alliance

The first seed of discord between the two political blocks concerned the reconstruction of Ava. Frontline had suffered most of the damage caused by the Therians and had lost more lives to the war and the cataclysms than the U.N.A., badly draining its population. On the other hand, the U.N.A., thanks to their late engagement, walked away having suffered a lot less damage in the conflict. When the Red Blok presented a great ecological reconstruction project, the U.N.A. refused to participate to such an enterprise without any consultation. So the Red Blok launched the project on their behalf digging into the resources offered by the colonies.

The second subject they disagreed on was the fate of the doom machines. The Red Blok wanted their straightforward destruction. On the contrary, the U.N.A., tempted by the technological discoveries made from the Therian war machines, wanted to study them.

By AT-3 things were back to where they were in BT-2. Skirmishes broke out here and there, initiated by the Red Blok. Up until AT-31 skirmishes would lead to technological achievements and vice versa. In the meantime each side fortified its positions, waiting for an offensive that never came. It was going to take thirty years before the Red Blok sparked hostilities once more.

In AT-31, undercover agents infiltrated into the workforce of U.N. armament industries started a great strike movement, trying to reproduce the conditions of the uprising on Hades. Curiously enough, the U.N.A. gave in to almost all of the workers' demands, immediately dousing the flame of rebellion. Eventually the Red Blok agents were all either arrested or killed while trying to steal support strider prototypes being developed by M.Ind. Ultra-secret prototypes are a serious matter...

In AT-39 an unprecedented series of border incidents were instigated by the Revolutionary forces, the Red Blok army. Once again, this strategy failed: the White Stars did react but without ever taking the initiative. Seeing their inertia as a sign of weakness, the Red Blok launched several hastily prepared attacks: hence the defeats of Nowhere and Proserpina. In both cases, the heroic resistance of the White Stars combined to the deployment of some innovative combat striders allowed them to drive back the Revolutionary force with mind-blowing ease.

The U.N.A. started working on an armament program of exceptional range in an effort to create ground to space defense systems. Thanks to the work done on this project, the U.N.A. soon made some decisive breakthroughs in space technologies. The reason behind such efforts? A small world, whose course was taking it straight to Ava, had been spotted. This space anomaly, called Damocles, had been detected by "Sentinel", the U.N. surveillance program and could only mean one thing: the Therians were back.

43 YEARS AFTER THE TRAUMA

The U.N.A. are aware that their offensive on Damocles is not only a major event in their history but also in the history of the galaxy, maybe even of the universe.

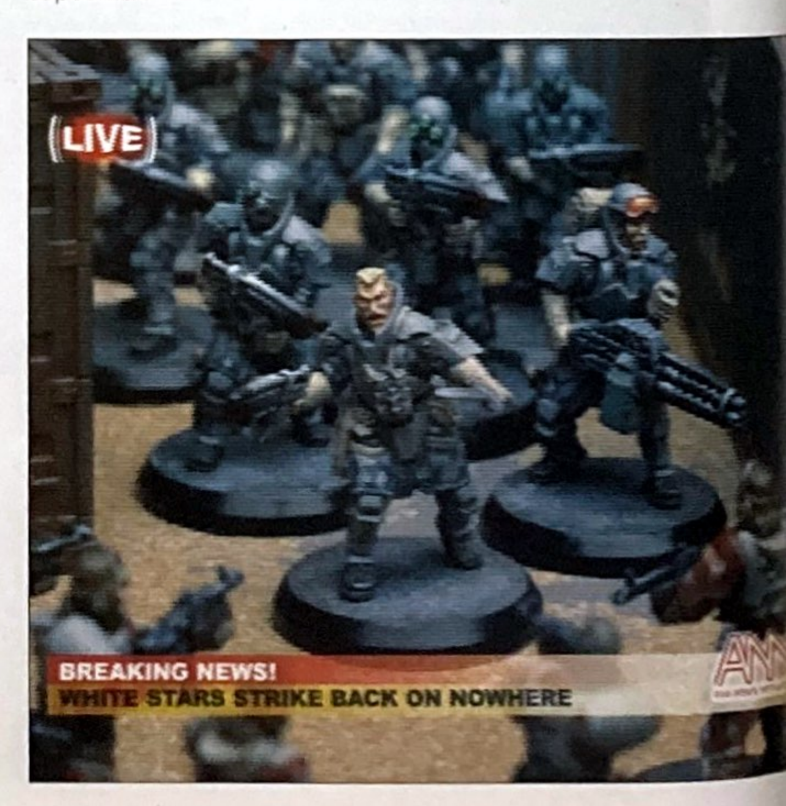
The Red Blok has also found out about the factory world. It has put an end to the skirmishing and is gathering its powerful battle fleets.

The Karmans, who had fought with the Therians during the Trauma, have made contact with Muse to open an embassy in New Eden, the U.N. capital on Ava.

The Cogs have increased the amount of natural resources they purchase from the U.N.A., as if their industry was out of control.

The Therians themselves have become more aggressive as they slowly abandon their passive stance.

In other sectors of the galaxy, powerful civilizations have sent out their own combat fleets to take part in the war and destruction kicked off by the Trauma. In less than fifty years, the universe has reached a critical point where no one escapes war!





LIVING IN THE U.N.A.

Living in the U.N.A. where anyone can shine in the firmament of success. Be a star.

– Slogan of the U.N.A.

Born from the conquest of space, the interplanetary federation of the U.N.A. is in a state of constant expansion, despite the looming threat of division. It still thrives nonetheless because its citizens are all bound by the same fundamental values and because they all share the same way of life. This collective dream, the stardust principle, and this way of life are the foundations that support the U.N.A., the reason behind the federation's prosperity among the stars!

THE STARDUST PRINCIPLE

The colonization of space has faced the inhabitants of Ava with the most incredible challenge of their history. It has tested their will and the cohesion of their society. And yet Ava has picked up the gauntlet and the conquest of space has offered great opportunities to its inhabitants: amidst the stars, anything becomes possible. And since colonization requires vast human resources, any Avan can take part in this fantastic enterprise. This is the essence of the *stardust principle*.

According to this principle, all human beings have inside them the spark of success. Since they are all born equal, the success enjoyed by any one of them is accessible to all. Social climbing and daily triumphs are only a matter of will and hard work; happiness has become a choice.

U.N. society relies on the stardust principle. Consequently, it must allow any individual to reveal his potential. In order to do so individual liberties must be guaranteed: not only freedom of enterprise, but also freedom to learn, to think and to express oneself. Institutions and governments rule these liberties not to protect public order but to encourage success. U.N. citizens are not individualists; they are patriots. They are happy to live in a society that allows them to bloom and are proud of the principles on which the U.N.A. were built. They are even ready to fight for them!

The name *stardust principle* comes from something true in physics: stellar matter can be found inside every individual. In a certain sense, each one of them is made of a pinch of stardust.

Resolutely looking into space, U.N. society associates the stars with a bright future. This also explains why the Therian invasion was such a terrible traumatism. For the first time ever, the stars did not mean happiness or dreams come true, but nightmares and destruction. They were supposed to hold promises of happiness for all, and instead they vomited hordes of merciless monsters. These events shook U.N. society to its foundations. It took a lot of determination and talent from the political and military representatives to re-build Avan trust in the stardust principle: even when attacked by those terrifying opponents, mankind has found in itself the strength to succeed.

U.N. WAY OF LIFE

Daily life in the U.N.A. is very different depending on the planet concerned. Separated by several light-years, each of these planets is unique and has its own constraints. And yet, united under the same values, the inhabitants all share the same way of life.

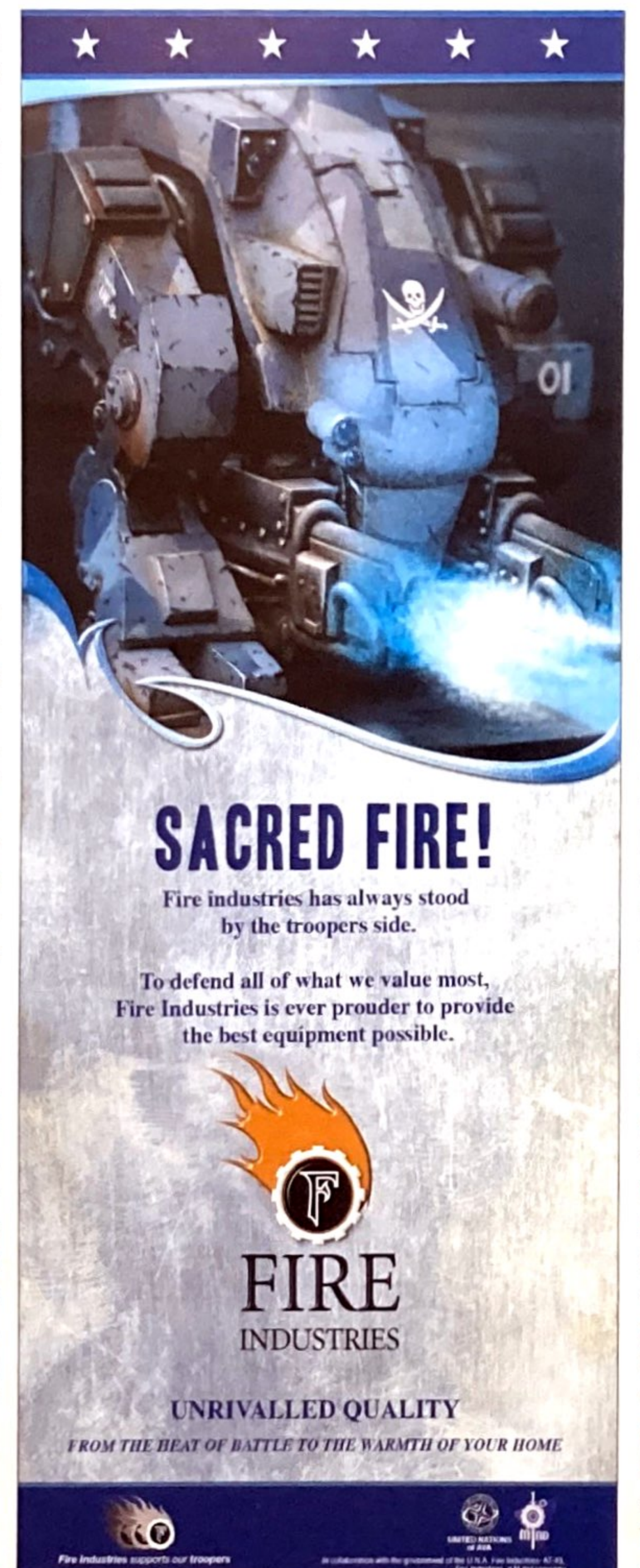
U.N. cities stretch over great areas, each district connected to the next by great highways and flight corridors. This style of construction allows them to build countless individual houses or apartment buildings. They are organized in concentric circles around great malls and business districts, where gigantic skyscrapers are sometimes so high that the streets and buildings below are left in the dark. The best example of this architecture is none other than the U.N. capital, New Eden, located on Ava. In these great urban conglomerations, people get around in cars; or, for the better-off, in their G-cars, using the flight corridors regulated by Union. These vehicles, as well as the furniture and electrical appliances, are built from material and technologies born from the conquest of space. In the U.N.A. it's possible to carry a

personal telephone around and send pictures to the other side of the planet or watch TV channels from other star systems. In the U.N.A., everyone is a bit of an astronaut!

During the week citizens are dedicated to their professional career. While some are busy working in gigantic office buildings, others work hard for the great colonization of space. Deeply egalitarian, U.N. society offers the same job opportunities to men and women.

When the weekend comes, and whenever they have the opportunity, citizens like to have a good time and enjoy many hobbies: TV, shopping, holidays, and so on. Based as much on property as on individual liberties, U.N. society gives many opportunities to spend the money you've earned, thus fuelling the interplanetary economic machine.

Unfortunately, not all the inhabitants of the U.N.A. have access to the *U.N. way of life*. For some the machine has stopped. Jobless, and soon after homeless, those left behind by the stardust principle roam around the great cities and become little more than walking ghosts deliberately ignored by the executives hovering over them in their luxury G-cars.



U.N. GOVERNMENT

U.N. citizens elect both the planetary representatives that sit in the Assembly and the senators that make up the Senate. The former represent the population itself. Their number is proportional to the population of each planet. The latter are there to represent their planetary governments. Their number is the same for each planet. Although both institutions have almost equivalent legislative powers, the Assembly alone nominates the President of the U.N.A. The President then forms a government that must be approved by the Assembly.

Elections are organized at galactic scale, according to a complex system instated to make sure all votes take place at the same time throughout the galaxy. During these standard twenty four hours, the entire U.N.A. live at the same pace. Although organizing these elections is a nightmare for Union, these moments are the opportunity for citizens to strengthen their connection to the rest of the federation.

The current President, Helena Archer, is a strong-minded former military woman from CentCom. She does not hesitate to take difficult or even controversial decisions (such as the authorization to use cluster munitions, violating several treaties for instance). This courage sometimes seems like stubbornness: President Archer categorically refuses to ally with the Red Blok to fight the Therians. However, rumors have been heard concerning secret negotiations to coordinate troops on the battlefield to fight the Therians.

Each planet is led by a local government elected by its inhabitants. Theoretically, these local governments are largely autonomous. However, the influence of the U.N. government over these planetary governments has been growing: the support for the war effort (taxes, focus of industrial production), the control of public opinion, the recruitment of volunteers, etc. In addition, some planets are former colonies that have only recently acquired the status of autonomous nation. These are still strongly subservient to federal government.

Because of the state of emergency instated after the landing on Damocles, the mechanisms of U.N. democracy are now different. As long as this state remains in effect, the President is automatically chosen from the ranks of CentCom. The assembly can only approve the nomination instead of choosing the candidate. The government formed by the President also suffers the same lack of democracy, since for instance the ministries of industry and finance are automatically allocated to members of the M.Ind.





AVA, GALACTIC CAPITAL

The conquest of space was for the U.N.A. a founding element that gave the citizens their founding doctrines: the stardust principle and the U.N. way of life.

Launched in BT-192, it has never slowed since, even during the Therian invasion of Ava.

Muse, the government agency, is in charge of the exploration of space and contacts have been established with the civilizations met. Its first and only real achievement were the BT-147 commercial deals negotiated with the Cogs, when one of their colonies was discovered.

INITIAL CONTACTS

Overall, Muse met nine other civilizations, seven of which had access to space travel. Until now, only three have chosen to interact with the Avan civilization: the Cogs, the Therians and the Karmans.

BT-147: The Cogs

The first alien civilization encountered was the Cogs, on the day Muse discovered one of their colonies. It took a lot of observation before any form of communication could be established with this fundamentally alien species.

The discovery of the peaceful Cogs was used as a basis for the U.N. explorers to establish an alien civilization contact procedure (see insert). The naivety of the procedure was strongly revised after the Therian invasion of Ava.

The Cog civilization is very advanced and resembles Avan society enough to justify the exchange of resources for scientific concepts. The Cogs are looking for great quantities of raw material and are willing to trade their knowledge and technologies in exchange for it.

They don't seem interested by any other form of exchange (cultural, philosophical, etc.)

BT-3: The Therians

With the Therians, Muse was not able to apply the agency's directives, since the Therians attacked Ava without warning and never responded to any request to negotiate.

The post-mortems carried out on overseers by the most secret governmental agencies revealed that the genetic code of the Therians was extremely close to that of the Avans: the morphos are most likely a more technologically advanced branch of humanity! Anyway, one thing is now sure, the pyramids attributed to a lost Avan civilization were really built by the Therians and intended to deeply change Ava, probably seeking to destroy it.

Avan writing, inspired by the shapes discovered in the pyramids, was easily translated by the Therians. Similarly, the Therian data exchanges intercepted by the Avans were also deciphered by their scientists.

BT-0: The Karmans

The firsts Karmans were encountered during the Antarctica campaign. Afterwards, the U.N.A. made great efforts to make contact with this people. In late AT-1, Muse finally managed to start negotiations.

It later appeared that mankind and the Karmans had a lot to share. Their language has finally been analyzed and can now be translated.

WE COME IN PEACE

- Analyze the level of civilization. Distinguish Pre-Space Age civilizations from civilizations capable of space travel.
- No particular directives for Pre-Space Age civilizations.
- The appropriate level of caution must be used when approaching Space Age civilizations, yet without showing any hostile intentions.
- No civilization should be considered hostile a priori.
- No civilization should be considered friendly a priori. *(This directive was added in AT-1.)*
- If conflict occurs, retreat and analyze what led to the conflict.
- Seek to exchange scientific knowledge in priority.

THE U.N. WORLDS

In New Eden, the representatives from sixty seven planets meet in the Senate and in the U.N. Assembly. Due to their limited population, most planets have only one representative at the Assembly. However, some are particularly prosperous nonetheless.



Zeus

Zeus is a parched and rocky world covered in brownish lichens and bare rock. Most of the planet is still wild. The fauna and the flora are particularly aggressive.

Local life forms are supposed to be able to feed on any kind of organic matter available.

Although extremely rich in ore, Zeus is not very industrialized save for a few mining companies. All the raw material extracted is sent away aboard CentCom's troop transport ships that unload contingents of recruits sent to Zeus to be trained. Zeus is in fact a huge war academy in charge of training women and men sent there from the many U.N. worlds. *De facto*, Zeus became the unofficial base of CentCom.

Zeus is officially a democratic world, but power is really in the hands of the generals leading CentCom. The local government has only a symbolic influence and most of the population is composed of the military.

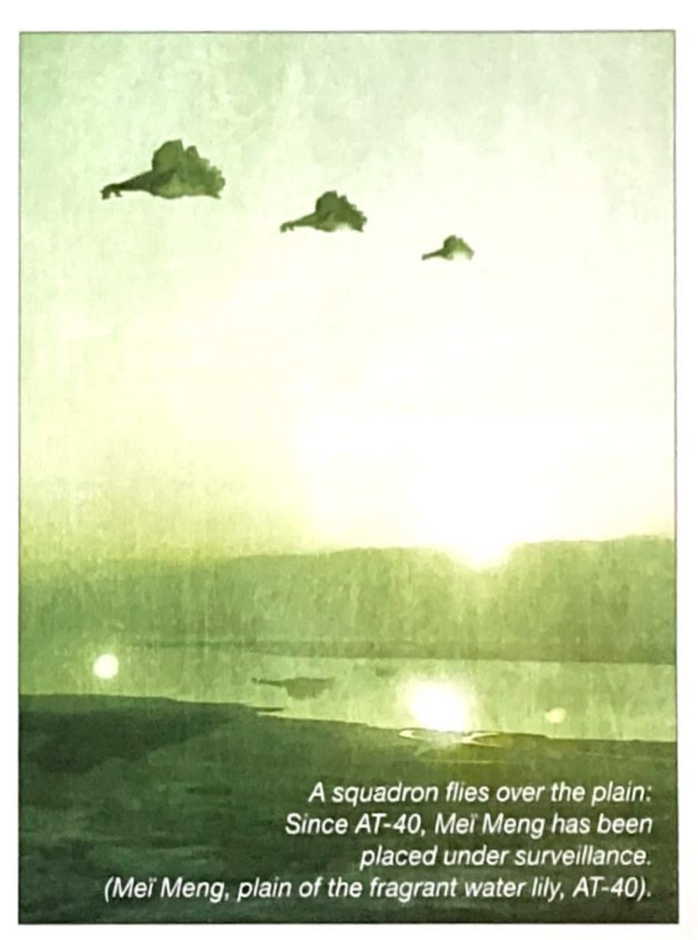


Hephaistos

Hephaistos is the industrial heart of the U.N.A.

This planet is covered with huge factories destined to supply the growing need for weapons and military materiel of the U.N.A. The ecosystem, already failing when the first explorers discovered the planet, has since been almost totally wiped out. Only a very few zones have been cleared of pollution and made habitable. However, the Trauma helped the U.N.A. to realize that no planet was indestructible and part of the public opinion started supporting the global rehabilitation of Hephaistos.

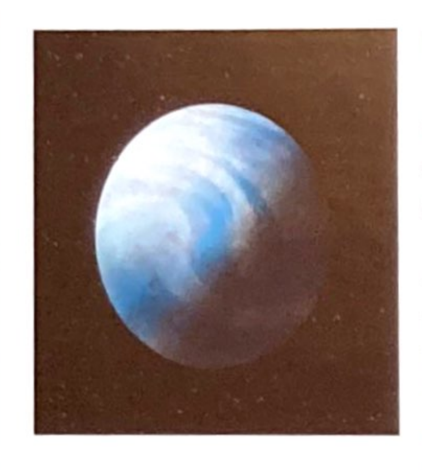
Hephaistos is a parliamentary democracy. However, the government is more and more under the influence of the M.Ind that chose Hephaistos as its base of operations.



A squadron flies over the plain: Since AT-40, Meï Meng has been placed under surveillance. (Meï Meng, plain of the fragrant water lily, AT-40).



The patrol is back! (Corral, boot camp WSBC 124, AT-22).

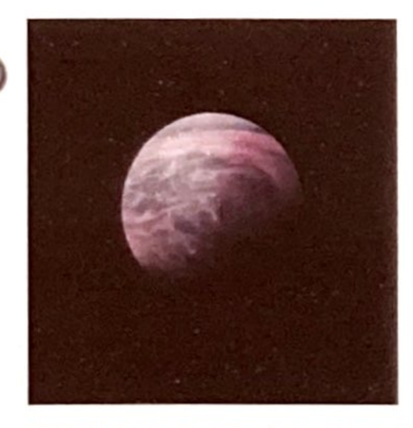


Hermes

Hermes would be paradise if its gravity was not so strong. The inhabitants are generally squat.

Hermes is the world of culture and information. The planet harbors the most prestigious administrative schools as well as various renowned professional academies. The planet is also renowned for the quality and reliability of its press, creating a real axis of power capable of influencing planetary governments. Finally, Hermes is the judicial heart of the U.N.A. For all these reasons, Union has made this planet its official base.

Unfortunately, those who are unable to pay the subscription fees of the prestigious schools of Hermes have no chance of succeeding. They are condemned to the worst jobs available, to abuse and exclusion, leading them almost systematically toward crime. Consequently, Hermes also harbors the most powerful criminal organizations of the U.N.A. The most powerful and dangerous criminals of Syndicate, the dark side of Union, are incarcerated on Hermes.



Munchyland

This small planet is barely massive enough to support life.

The reason for the perpetual spring found on this planet is its perfectly regular orbit. The main interest of this small haven is the gigantic amusement park that gave its name to the planet. All kind of entertainment can be found there: high tech combat strider simulators; life-size battlefields to play out the White Stars' most famous victories; commando training sessions to experience the life of U.N. soldiers for a few hours; and of course countless luxury hotels, big wheels, ghost trains and many themed casinos.



Tethys

Tethys is an aquatic world whose reputation was made by its exceptionally rich fauna and flora. It is said that Tethys feeds more than six times the population of Ava on various planets, and its colonization is far from complete.

Its ocean harbors and spaceports are cited as examples throughout the U.N.A. The efficiency of its space docks makes it one of the main U.N. space traffic hubs. A powerful battle fleet is permanently stationed there in order to protect local trade.



Corral

Corral is a massive planet with a very irregular surface. It is famous for its amazing canyons and endless plains of dust: such majestic scenery can be found on no other planet. Unfortunately, Corral has no real resources, which seriously hinders its development. However, it is home to a highly independent and unyielding population.

Corral has provided some of the greatest U.N. soldiers: Space Marshal Sanchez, among others, was born on this planet.

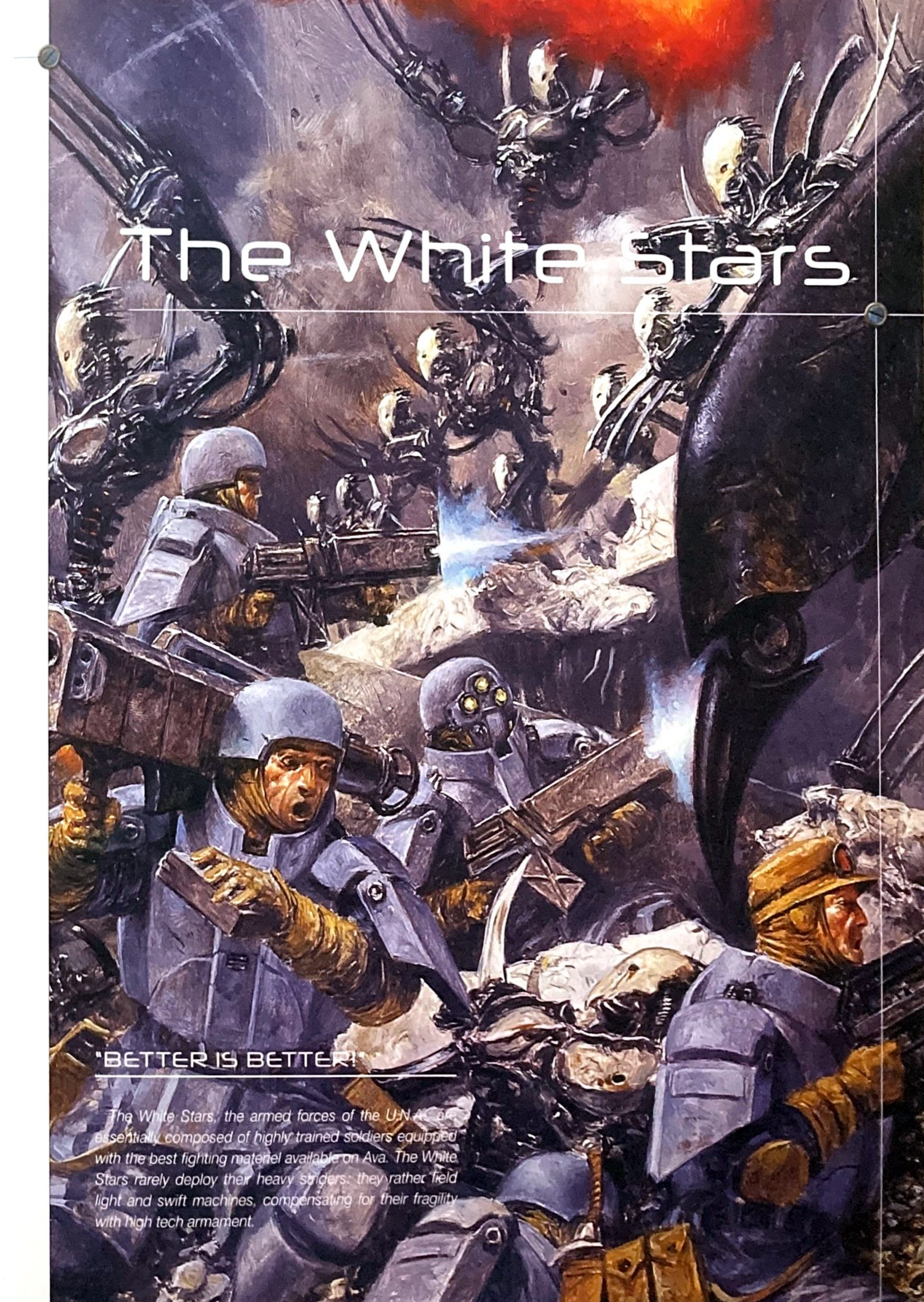


Meï Meng

Meï Meng is a planet that was colonized before the U.N.A.'s hegemony, one of the rare colonies created by a state that was not part of the federation at the time. After having voluntarily joined the U.N.A., this trouble free world became, over the last decades, the ground of an ideological struggle between the Red Blok and the U.N.A. Many "spontaneous" movements largely supported by the Red Blok have bloomed across society.

Meï Meng is the world of origin of the famous editorial writer for the Ava Daily, Nina Hoï.

The White Stars



"BETTER IS BETTER!"

The White Stars, the armed forces of the U.N.A., are essentially composed of highly trained soldiers equipped with the best fighting materiel available on Ava. The White Stars rarely deploy their heavy striders: they rather field light and swift machines, compensating for their fragility with high tech armament.

OPERATIONAL ORGANIZATION

OPERATIONAL ORGANIZATION

U.N. platoon pattern:

- Unit of soldiers (★/★★) **!**
- Unit of soldiers (★★/★★★)
- Unit of soldiers (★★) or support unit (★/★★)
- Unit of soldiers (★★★) or combat strider unit (★) or a vehicle unit (★)
- Strider unit (★/★★/★★★) or a vehicle unit (★/★★/★★★)

! : *Priority slot. It must always be picked first.*

OFFICERS

White Stars officers have the same fighting characteristics as the other members of the unit.

On the other hand, they have specific leadership abilities, depending on their rank. There are six ranks, one for the standard fighter (0) and five for officers:

Rank 0: Private (Pvt.)

Rank 1: Sergeant (Sgt.)

Rank 2: Master sergeant (Msgt.)

Rank 3: Lieutenant (Lt.)

Rank 4: Captain (Cpt.)

Rank 5: Colonel (Col.)

WHITE STARS OFFICERS

Rank	Authority	Leadership	Numbers bonus
Sergeant	1	3	0
Master sergeant	1	4	1
Lieutenant	2	5	2
Captain	4	7	2
Colonel	5	9	3

BUILDING A COMPANY



The briefing for each mission indicates the number of A.P. available to each company, the share for assault units and reinforcement units, as well as potential special rules. Once all the players have this information they can start building their company.

If the number of A.P. is not given players can agree on one as long as they respect the directives of the briefing.

Assault and reinforcement units

Once the company has been built, the player splits his units into assault units and reinforcement units.

- **Assault units** are available from the beginning of the battle.
- **Reinforcement units** join the battle later on in the game, once the player has taken secondary objectives described in the briefing.

The highest ranking officer in game becomes the Commander (see Tactical phase, *AT-43: The Rulebook*) of the company.

Reserve units

Controlling secondary objective allows to "change" reinforcement units, waiting far from the battlefield, into **reserve units** ready to jump into action at any moment.

During the control phase each side counts the reinforcement points (RP) earned. Once this is done, the players, beginning with the loser of the Authority test, can call reinforcement units by spending RP. Each RP spent allows the player to change 1 A.P. of reinforcement units into 1 A.P. of reserve units.

The card of the reserve unit is placed in the activation sequence. The player can choose to leave it in reserve when its card is revealed.

PLAYING RESERVES

Activation

During the tactical phase the players include in their activation sequence all the units considered "in game", meaning reserve units and the units already on the battlefield.

When the card of a reserve unit is played, the unit it represents can be activated normally and deployed, or else it can be kept in reserve (no LP need to be spent).

When a reserve unit is deployed, the player controlling it brings it in through one of the tactical positions (see *AT-43: The Rulebook* p.86) under his control.

Deployment

• A unit that enters the game through an **access zone** can act immediately. Its first action will be a movement measured from the edge of the battlefield.

• A unit that enters the battlefield using a **drop point** must be placed within a 10 cm radius around the drop point. If there is not enough room for the entire unit the drop is not possible. To come into play this way a unit must be activated normally. However, it can neither act nor be issued combat drills for the current round. It will be able to act normally during the following rounds.

At the beginning of the game the player can choose to leave in reserve as many units as he wishes to.

Reinforcement officers

The officers of reinforcement units cannot be designated as Commander. However, they can become the Commander once they are in reserve units.

UNITS

In this section the U.N. units are reviewed. Each unit is described under its designation. Then a few paragraphs present its story, its tactical deployment, and the technical information needed to play the unit.

The composition of a unit gives its potential number of fighters, from standard to maximum, as well as the number of special fighters and officer ranks available.

The "Cost of a unit" table gives its value (in A.P.) depending on the number of fighters, its equipment options and its potential officer.

Composition of a unit

• **Type:** Gives the unit's type. This information is used to follow the platoon pattern.

• **Numbers:** Indicates the minimum and maximum number of fighters in the unit. The maximum number can be exceeded using an officer's numbers bonus.

• **Standard equipment:** This equipment is included in the unit's cost. All the unit's fighters, apart from special weapon bearers and heroes are equipped this way.

• **Special weapons:** The special weapons the unit may use. All the special weapon bearers of a same unit must carry the same weapon.

• **Optional equipment:** The list of options available to the unit. Each option increases the cost of the unit as indicated in the table. The effects of the equipment are described later.

• **Specialists:** Details the various specialists the unit can include. Each specialist replaces a standard fighter for free. The number of specialists allowed per unit is indicated in the "Cost of a unit" table.

• **Officer:** The ranks allowed for the unit's officer, if there is one. An officer replaces a standard fighter and his cost is added to that of the unit.

Cost of a unit table

• **Standard and maximum number:** For each kind of unit a table gives the value in A.P. of its standard and maximum number of fighters. This table also details the number of special weapon bearers and specialists related to the number of fighters. In order to have more than one special weapon bearer the unit must be at its maximum number of fighters. And in order to be considered to be at its maximum number of fighters, a unit **must** include the number of special weapon bearers indicated.

Most of the time a unit costs the same number of A.P. no matter the chosen weapon. When this is not the case the extra cost is indicated according to the special weapon.

• **Extra fighter:** This value indicates the cost in A.P. of each fighter added to the number of fighters chosen. This value is used to add fighters to the standard number of fighters (without exceeding the maximum number of fighters), or to exceed the maximum number of fighters (when there is an officer in the unit). The officer's numbers bonus indicates the number of fighters the unit can include beyond its normal maximum number of fighters.



CENTRAL COMMAND

"Victory: The right move at the right time."
–Motto of CentCom.

COMMAND!

Coordinate, equip and train the best army serving humanity and then lead it to victory: such is the mission of Central Command (CentCom). Under its supervision the U.N.A. is training the best soldiers and developing the best materiel. CentCom is a victory machine and it is working at full throttle.

Because of the state of emergency caused by the war on Damocles, CentCom is in charge of many aspects of the life of the U.N.A., under the stern and benevolent direction of President Archer. CentCom is directly in command of the armed forces (air force, navy, army and space fleet), intelligence services and the counter-espionage agencies.



Each day, CentCom carries out statistical and strategic analysis. Its officers establish the plans and the protocols required to respond to the needs of the U.N.A., but also to foresee any possible trouble: natural disasters, interplanetary conspiracies, political secession, etc. CentCom also establishes the procedures and rules of engagement for the White Stars and all other army corps. Finally, this organization also decides the military strategy of the U.N.A. and sends its directives to all the White Stars commanders, wether if they are under the operational control of CentCom or not.

CentCom's HQ is located on Ava in the same district as the political institutions of the U.N.A. CentCom and these political institutions have a very close relationship: military strategy often has influence on internal affairs and vice versa. Many CentCom officers are also politicians. President Archer's career is the perfect example of how easy it is to jump from one to the other.

Most of the officers composing the Staff are truly honest people. The war they are leading against the Red Blok and against the Therians is vital to the defense of freedom and U.N. values, to which they are sincerely attached. Unfortunately the promotion of their subordinates was often obtained through political support, corruption and nepotism.

This new generation of parvenu officers wants to create a strong and immovable central power for itself. Both movements, the oppositions between defenders of the righteous U.N. cause and the ambition driven and power hungry are slowly growing more and more violent.

ORGANIZATION

As General Staff CentCom is a gigantic and tentacular organization composed of many departments. It gets the best out of everyone: thirst for power, unlimited ambition, defense of high ideals, all motivations are put to use to build the unyielding war machine of the U.N.A.

This titanic institution is built around the U.N. staff, composed of the chiefs of staff of each army corps, notably Space Marshal Sanchez and President Archer. Since the latter also comes from CentCom staff meetings go smoothly and CentCom is a well oiled machine.

PLAYING CENTCOM

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only CentCom platoon patterns, including those published for the Operation Damocles campaign (see *Cry Havoc* 14), benefit from the advantage and disadvantage below.

CentCom advantage: During the company building, each unit can change a standard fighter into a sergeant for free.

CentCom disadvantage: A unit without an officer must make a Morale test at each one of its activations.

Platoon pattern:
- Infantry unit (★★) !
- Infantry unit (★ / ★★ / ★★★)
- Unit of soldiers (★★★)
- Armored fighting vehicle unit (★)
- Armored fighting vehicle unit (★ / ★★ / ★★★)

! *Priority slot*

General Staff coordinates the various departments that manage each of CentCom's activities. These departments are in charge of installations, bureaus and garrisons throughout the U.N.A. controlled space. Each department is composed of military and civilian personnel at all levels.

CentCom is in command of most of the U.N. troops. To many citizens CentCom is the army of the U.N.A. In theory the famous White Stars are under the direct command of General Staff in order to be deployed all over the galaxy.

However, there are many military units even among the White Stars that are not under CentCom's command. In fact most U.N. planets also have their own independent military administrations. Furthermore, when an operation is meant to last or is taking place too far away from U.N. territory, a commissioned officer is appointed commander in chief of the operation. This officer is not subordinated to the directives of CentCom. Finally, the size of CentCom and its countless branches make it impossible to have absolute control over it; consequently, the command of some sectors and armed units are left to the M.Ind and Union.

The overall confusion is sometimes used by ill intentioned officers to pervert the function of CentCom. Satisfied with their position in the army and the power handed down to them following the state of emergency, they are working to make sure the situation lasts. Their political maneuvers are weakening the control of CentCom over the army and are giving other institutions that have nothing to do with the conflict the opportunity to gain power.

TROOPS

CentCom has built the best army according to U.N. philosophy: "Better is better!" The directives of CentCom are aimed at getting the best out of well trained and highly equipped troops. For General staff, a proficient chain of command and properly prepared troops are the keys to victory. These directives suggest the priority use of U.N. elite troops: steel troopers, wing troopers and shock troopers.

But it must be said that, in the context of an extensive interplanetary federation, this doctrine is particularly suitable. By stressing the use of elite troops, the U.N.A. are able to engage the enemy on any front with a minimum number of men and minimum equipment. This strategy allows a better coverage of the territory without having to disperse the U.N. space fleet too much. Besides, the logistics of CentCom are greatly facilitated. However, some military experts claim that the war against the Red Blok has reached a dead end because of this doctrine: The low numbers of elite troops are bound to struggle to support lasting engagements and cannot hold the ground efficiently. Therefore, it is difficult to totally eliminate the collectivist menace. Convinced that the situation is due to the work of Red Blok spies and agitators, rather than because of the shortcomings of deploying elite troops alone, CentCom maintains its directives.

Composed and led by career officers, CentCom knows the value of proper hierarchy. Commissioned officers in charge of building the companies are encouraged to include a captain or higher as Commander in each company and a lieutenant in each platoon. This principle extends to all levels of CentCom: absolutely all White Stars units are under the command of an officer. Unfortunately, there are faults to this organization: this ever present structure chokes the spirit of initiative of troopers who tend to panic easily when their officer falls in combat.

Regarding armored fighting vehicles, CentCom is faithful to U.N. traditions and favors recon striders (Fire Toad and its variants) to any other kind of strider. However, assault striders and support striders are sometimes necessary to victory. CentCom generally deploys one of these mechanical monsters when the engagement is significant enough, typically when more than one platoon is sent out.

M.IND

"In steel we trust."

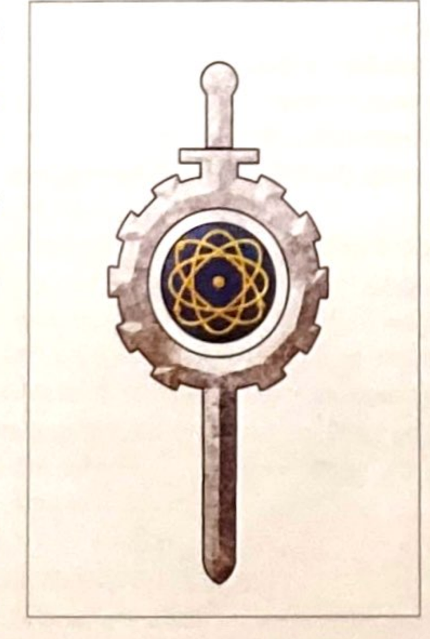
–Motto of the M.Ind.

PRODUCE!

More weapons, more machines, more equipment and ever more efficiency: the M.Ind (Military-Industrial Complex) was created to support the war effort. In its gigantic factories it manufactures the weapons and equipment that make the White Stars the pinnacle of military efficiency.

The M.Ind coordinates the production of all the White Stars supplies and leads military research projects. This interplanetary effort is necessary for the U.N.A. to win.

This conglomerate combines the ministries of finance and industry as well as the main interplanetary armament companies, such as Fire Industries and Defender Inc. These different institutions became closer over time, until they decided to form the M.Ind, which soon became a vital part of the war effort. In order to pursue the war, CentCom is now forced to overlook the M.Ind's malpractices and the illegality of this political and industrial alliance. President Archer, who is distrustful of this organization, cannot afford to lose its expertise and know-how.



Today the M.Ind has long forgotten the ideals that led to its creation. Its support to the war effort is not an act of patriotism anymore but is rather fuelled by profit.

The M.Ind is trying to bring the U.N.A. out of their defensive position and gain approval for a major offensive against the Red Blok, even though it would mean delaying the war against the Therians. CentCom, less attached to the financial interests of Ava, is not ready to make the war against collectivism its priority. The M.Ind, on the other hand, is afraid more than any other organization of the Red Blok's dogma. If the Red Blok's ideology were to win, the systems set up by the M.Ind would be wiped out. It would be a disaster for the leading industrial cartels and the officers supporting them. If the contrary was possible, the escalation of the conflict on Ava would be highly profitable to the M.Ind. Orders for equipment would explode and the conquered territories would become new markets.

Nevertheless, since the beginning of Operation Damocles, the M.Ind's strategy has changed. The spoils of Therian technology promise extraordinary benefits and more and more people in charge at the M.Ind are supporting the war on Damocles. This is a radical change of strategy and the debates between organizations are turning into political struggles. It is only a matter of time before it gets out of hand and sparks some real armed conflicts.

ORGANIZATION

The M.Ind is a conglomerate of industrial entrepreneurs, scientists and military personnel. It supplies the White Stars with equipment and technological innovations. To the civilian population it brings prosperity and professional success. The melding of industrial, scientific and military interests make the M.Ind a leading force in the U.N. economy.

The M.Ind is an informal organization that includes industrial cartels, armament research laboratories and the Support Corps. Although the M.Ind's existence is unofficial, it has its own emblem and its own military forces. This is the reason why it generates so many conflicts of interest: struggles to win over a market, parallel research in similar scientific and industrial fields, competition and monopolies... the importance of these industrial issues is such that the loss of a few soldiers in internal struggles or in materiel tests does not matter much. The M.Ind has already deliberately subjected White Stars to gas attacks and radioactive emissions to test their effects.

The head of this conglomerate is an informal council of businesspeople, four star generals and U.N. politicians. In the comfortable lounges of the best Avan hotels or in the meeting rooms of the largest armament companies, these men and women decide the future of military innovations, their pricing policies and, of course, make sure all the decisions necessary to strengthen their power are taken.

TROOPS

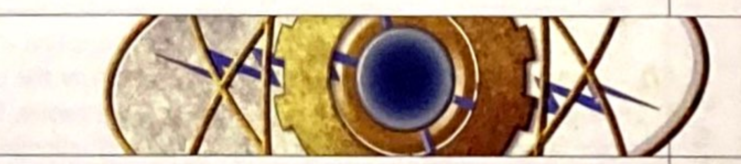
The M.Ind exploits to the maximum what constitutes its superiority: machines. It does not hesitate to field ultra-heavy prototype combat walkers such as the Fire Crawler, the latest battlesuits like the steel TacArm or the most advanced laser rifles like the LR39. In the hands of the White Stars of the M.Ind, this equipment does an amazing job! However, right from the first battle of Operation Damocles, the M.Ind has decided to base its strategy on its most terrifying war machines, the combat striders.

In contrast to other U.N. military institutions, the M.Ind does not put as much emphasis on the training of its soldiers. For the M.Ind what comes first is the equipment. They do not hesitate to send many star trooper units into battle. Don't worry about the soldier, what counts is the rifle he's holding, and the best rifles are produced by the M.Ind!

The M.Ind's engineers have equipped their armored fighting vehicles with advanced damage sensors. A M.Ind armored fighting vehicle never stays out of order for long. These systems even have in-built mechanisms to perform emergency repairs. The officers of the M.Ind rely on their war machines to such an extent that commanders are given instructions to retreat if all the armored fighting vehicles of a company are out of order.



Caught up in their obsession for their "fine work", some of the M.Ind's executives regularly deploy two support striders in a platoon. However, this strategy has not been approved by the tacticians of the M.Ind, who know that combat striders cannot win a war by themselves. Besides, these machines are extremely expensive and the leaders of the M.Ind would rather sacrifice a few soldiers than lose their precious machines.



PLAYING THE M.IND

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only the M.Ind platoon patterns, including those published for the Operation Damocles campaign (see *Cry Havoc* 14), benefit from the advantage and disadvantage detailed below.

M.Ind advantage: Every armored fighting vehicle of the company gets the "Repair" ability. At the beginning or at the end of its unit's activation it can repair a friendly armored fighting vehicle within 2.5 cm, including itself. The repaired armored fighting vehicle recovers 1 SP in a location picked by the player. The chosen location may be a piece of equipment previously destroyed.

M.Ind disadvantage: The company is defeated if all its armored fighting vehicles are destroyed.

Platoon pattern:
- Armored fighting vehicle unit (★ / ★★ / ★★★) !
- Armored fighting vehicle unit (★ / ★★ / ★★★)
- Unit of soldiers (★★★)
- Infantry unit (★ / ★★)
- Infantry unit (★ / ★★)

! *Priority slot*

UNION

"United we stand!"

– Motto of Union.

MANAGE!

Dozens of billions of U.N.A. citizens flourish under the benevolent supervision of Union's institutions. To the traitors, the spies, the half-hearted, Union brings quick and unforgiving justice. To honest and enthusiastic citizens, Union offers the U.N. way of life, simply the best way to live.

This organism encompasses the whole civilian administration of the U.N.A. This official organization's function is to maintain popular enthusiasm for war effort and to inform the population about the military situation of the federation. It must also guarantee the respect of citizen's rights and liberties, which includes law and public order.



However, Union and the U.N.A. should not be confused. Union is only the administration serving the U.N.A. Laws are passed in congress and decisions are taken under the direction of President Archer. Union is only there to enforce these decisions and to report the grievances and failures of the system. It happens that these spheres, political and administrative, can conflict. This is the case when political representatives execute these decisions (during commissions of inquiry for instance) or when civil servants are in a position to define local policy, notably on the most remote planets. These interferences often create friction between the people in charge on both sides. These clashes sometimes vanish in favor of the general interest of the U.N.A. But sometimes they get out of hand and turn into internal struggle and personal rancor.

The powers of Union and its hold over the economic and social forces of the U.N.A. have attracted some unscrupulous people. Union still includes a majority of honest politicians and earnest civil workers, but it is threatened by corruption and crime. When the positive aspect of this organization is put forward it is called Union. When it carries out its repressive role and when people speak about the negative aspects of this faction, it is mainly called Syndicate. This dual nature is often emphasized by Red Blok propaganda to denounce the corruption of the U.N. government and to demonstrate the supremacy of collectivist theories. Even U.N. citizens sometimes doubt the legitimacy of Union, but they know that it is up to them to change the system from the inside.

ORGANIZATION

Union collects all the U.N. civil institutions into a single homogenous structure in charge of managing the war effort, guaranteeing liberties and providing independent and reliable public information. The various civil and military services constituting Union develop the U.N. way of life and guard it zealously. This institution includes in its ranks very different organizations: trade unions, citizens associations for the defense of such-and-such individual liberty, the judicial and prison system, the ministry of information and propaganda, the press, etc.

Unfortunately the whole structure is riddled by various crime syndicates. The tentacular aspect of these different institutions encourages corruption, despite the efforts made by some to fight the phenomenon. Crime lords are in control of large parts of Syndicate, such as transportation and the prison authority.

War is about to break out between the supporters of order and the all-powerful criminals. Groups of investigators are trying to bring down these apparently untouchable thugs, while whole services are misused to destroy the careers of honest civil servants. These struggles, judicial for the moment, are most likely to turn to civil war sooner rather than later: in order to guarantee public order, notably in times of war, Union has unlimited authority to resort to brute force.

Consequently, Union keeps military units at hand, preparing them for combat. Integrated into civilian life, these troops have a special status among the White Stars: they are allowed frequent leaves to safeguard their family life and some soldiers even get to leave the garrison every day. These units are more often used in humanitarian or civil engineering missions. However, it does not mean that their efficiency in combat is lessened in any way.

Since Union is in direct contact with civilian population, its recruiting officers have no trouble forming very large companies! Furthermore, since the state of emergency was declared, Union must participate in military operations against the Red Blok and the Therians. These soldiers are not just building bridges anymore; they are going to battle like everyone else. Unfortunately, this means the crime lords and defenders of justice will soon be able to settle their differences with real units.



Union has formulated elaborated deployment tactics to force the enemy to abandon his control of the terrain and to force him to quit combat.

In fact, Union soldiers are there to defend U.N. territory or to take control of new planets. From their point of view, they are not there to fight but to spread the stardust principle and defend peace.

Union relies on the idealism and motivation of its volunteers. Aware that they are the custodians of the U.N. way of life, these soldiers are ready to die for the cause and they will never retreat. However, the unyielding spirit of these fighters cannot fully compensate their lack of experience on the battlefield, which is the reason why they often have problems carrying out complex orders properly.

Furthermore, these important units of soldiers are expensive, leaving very few resources to deploy armored fighting vehicles or TacArms in significant numbers. So Union recommends deploying the maximum number of fighters only if the company already has enough armored fighting vehicles. Even if numbers are its strength, Union knows that the skills of elite units and combat striders are not useless!

TROOPS

For its armed forces Union relies on heroic citizen volunteers. These troops are many and powerful. They combine the universally recognized professionalism of the White Stars soldier with the unbending patriotism of the freedom-loving volunteer.

Union has quite logically based its military doctrines on its numbers of fighters and the control of the battlefield. Union recommends the massive deployment of regular troops, the rest of the platoons having to work with these units and support them under enemy fire.

PLAYING UNION

The player can choose any platoon pattern to build his company, but he can only use one at a time. Only Union platoon patterns, including those published for the Operation Damocles campaign (see *Cry Havoc* 14), benefit from the advantage and disadvantage detailed below.

Union advantage: All infantry units get the ability "Nerves of steel". The fighters of these units never need to roll Morale tests.

Union disadvantage: Each combat drill costs 2 LP.

Platoon pattern:
- Unit of soldiers (★) !
- Infantry unit (★ / ★★)
- Unit of soldiers (★ / ★★ / ★★★)
- Armored fighting vehicle unit (★)
- Armored fighting vehicle unit (★ / ★★ / ★★★)

! Priority slot

SERGEANT A.BORZ

"I'm a soldier first, being a pilot comes second. No matter the weapon, I'll fight till it's over. A Fire Toad, a pistol, a spanner: anything will do to trounce those damn morphos!"

– An interview of Sergeant A. Borz by the Ava Daily.

Sergeant Albert Borz is the veteran of many campaigns. He is an expert in the handling of all available weapons in the U.N. arsenal. He has earned the respect of both his men and his enemies. His stentorian voice and colorful vocabulary combined with his hot-blooded temper have made his fits of anger legendary. He knows it and uses this to get his men to obey him immediately; no one would dare question his orders. An order bellowed that loud could never be ignored or misunderstood!

Brought up the hard way in the colonies in a working class family, Borz' childhood was harsh, pushing him to find a way out of this environment. Headstrong and good with tools, he suddenly decided one day to join the White Stars to get his share of U.N. prosperity. His outstanding qualities allowed him to directly join the steel troopers and, later on, the TacArms. Thus, his military career almost began the best way possible.

His first mission, and his first test, was to repress the great strikes of AT-31. There he fought against undercover agents from the Red Blok of course, but he was also forced to fight against poor workers who sorely reminded him of his family; and to whom he could relate. Borz' idealism had taken a few dents, but in exchange, he walked out of it a hardened man. During these events, he faced the tough reality of war and became a genuine professional soldier.

Borz' life dramatically changed in AT-39, during the war of skirmishes. Feisty and ready to go toe to toe with the Red Blok, Borz found himself bouncing from one unit to the next to be at the frontline all the time. It was then that Borz learned on the job how to use every single piece of equipment available in the White Stars arsenal, from the combat knife to the orbital artillery gun. He also learned how to use his voice by shouting orders to his men and forcing the enemy to surrender using only the power of abuse. By the end of the war Borz, a hardened veteran, had become a Fire Toad pilot. Unable to endure the dullness of civilian life and disgusted by the civilians' indifference, when Borz retired from active service, he managed to get himself a posting as a drill sergeant. There he taught recruits how to survive in battle, hoping they would never have to use the skills he taught them.

Sergeant Borz never got the time to grow soft. In AT-41, the Therian factory world was spotted and the U.N. staff started mobilizing all its forces. When Borz saw all his trainees shipped to the frontline he was moved by the sincerity of their beliefs. He wanted back in. Finally it is as a "simple" pilot and buckled up tight inside his favorite Fire Toad, "Bad Dog", that Borz was the first White Stars soldier to set foot on the factory world in AT-43.



TACTICS

Sergeant A. Borz is an excellent leader, although he might not have the leadership skills of a captain or even a lieutenant.

When aboard his machine, Borz fears nothing except anti-tank fire. He is a very decent Commander for a very low cost, probably even better than some higher ranking officers.

He also has an extra advantage. Borz can leave his Fire Toad when it is destroyed and take care of the payback himself, by tagging whoever damaged his Fire Toad. Thanks to his "Designator" ability, he turns any opponent into a target for everyone.

SERGEANT VOLCANO

The voice and character of Sergeant Borz are powerful tools he has learned to master over the years.

His men obey him quicker than they obey any other NCO or officer, without even thinking about asking questions.

Furthermore, the sergeant loves what is accurate and efficient; a quality he developed during his short stay in a U.N. artillery unit. To be absolutely positive about his shooting coordinates, Sergeant Borz takes his computer everywhere he goes. It allows him to provide extremely precise data with a margin of error of less than a centimeter. Thanks to his work, it is difficult to miss the target. Anyway, no one would dare miss it and willingly bring upon themselves his mighty wrath?





UNIT FORMATION

Sergeant A. Borz can become the officer of any Fire Toad unit. His combat strider, Bad Dog, is added to the unit but he does not count in the number of fighters. (So it is possible to exceed the maximum number of fighters). His cost is added to that of the unit.

Sergeant Borz can become the officer of any unit of rank 2 soldiers. He is added to the unit but he does not count in its number of fighters. (So it is possible to exceed the maximum number of fighters). His cost is added to that of the unit.

RECRUITING A UNIT

Sergeant A. Borz on foot: 35 A.P.

Aboard Bad Dog: 250 A.P.

Leadership: When Sergeant A. Borz or Bad Dog is the company Commander, authority tests are rolled using two dice instead of one. The player keeps the best result.

Designator: During his activation, Sergeant A. Borz or Bad Dog can tag an enemy he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged enemy.

Heroic pilot: When Bad Dog is destroyed, the miniature representing Sergeant A. Borz on foot is deployed where his machine stood. He constitutes a unit but can join a friendly unit (see *AT-43: The Rulebook*, p.77).



CAPTAIN H. NEWTON

"The old folks say the technology from the Trauma is dangerous, that it's a demon. It's true. Each time I hit the gas pedal, I can here it whispering to my ear..."

– Captain Newton, one melancholy evening.

Captain Newton is not just anyone... She is the daughter of President Archer and could have chosen to live in luxury. But as the daughter of the strongest and most respected woman in the U.N.A., she chose to carry on the family tradition to contribute to the prosperity of the United Nations of Ava.

After graduating from the prestigious war academy of East Line, Helena was chosen to join the test pilot training program where she soon imposed herself has one of the best elements of her promotion. Like a true self-made woman, she built her career on her talent alone. She is proud that she never had to use her family's support.

She took part in the very first tests of the latest generation of Fire Toads and received one of the prototypes she affectionately dubbed "Number One". Helena did not stop there: she has pushed to the limit all the machines produced by the M.Ind. She is a mechanical genius. She is the one who came up with many of the modifications and "gadgets" that have changed the lives of pilots. Faced with the stubbornness of certain engineers, she sometimes took the modifications into her own hands, surprising the test officers during test drives!

Aboard "Number One", Helena has established several records now considered unbeatable: in speed, endurance, target practice, and so on. Many people pretend these records are fake, completely fabricated by President Archer's media advisors, but they're wrong: Helena is simply an ace pilot.

Helena likes to share her knowledge as a pilot and a mechanic with the younger recruits. She is also part of a demonstration unit, entertaining and reassuring the U.N. civilian population with the incredible stunts of "Number One". Aboard her faithful Fire Toad, Helena is more than a pilot; she has become a symbol of U.N. spirit: feisty, dauntless and triumphant.

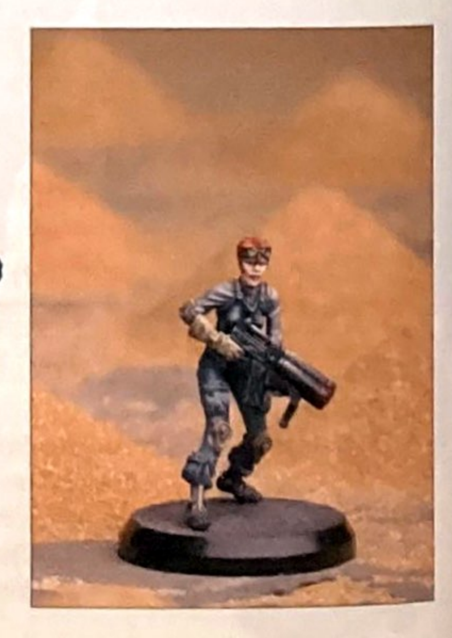
When the Damocles report hit the tables of General staff, her mother did not want to risk losing her on an anonymous battlefield and tried everything she could to force her daughter to keep working as a test pilot. However, when battle reports and combat strider performance results came pouring in, Helena immediately decided she had a more active role to play in the conflict. Disobeying her mother and calling in all the favors she had accumulated at Central Command, she was incorporated into the taskforce sent to Damocles with the rank of White Stars captain.

TACTICS

Captain Newton is perfect to lead a small company aboard her favorite Fire Toad.

As a Captain, she is an excellent Commander and only a handful of colonels can do better. She is also a great fighter and one of the White Stars sharpest shooters.

Furthermore, she can repair combat striders, including her own! Even better, she can escape the destruction of her Fire Toad by ejecting herself from the wreck. She can then fight with the infantry and still fulfil her role as Captain.



UNIT FORMATION

Captain H. Newton can become the officer of any unit of Fire Toads. Her combat strider, Number One, is added to the unit but she does not count in the number of fighters. (So it is possible to exceed the maximum number of fighters). Her cost is added to that of the unit.

Captain H. Newton can become the officer of any unit of rank 1 soldiers. She is added to the unit but she does not count in its number of fighters. (So it is possible to exceed the maximum number of fighters). Her cost is added to that of the unit.



(*) : *There is a slight mistake on Captain H. Newton's card. The Penetration of her multilaser shows 4, when it should read 5.*

CAPTAIN DAUNTLESS

What Captain H. Newton likes more than anything else is speed and firepower. She always gives her best when she pilots a combat strider, particularly a recon strider.

Because of her test pilot training, she is more of a fighter than a Commander. Her rank and her natural abilities still make her a very good captain. This sharpshooter never goes anywhere without her ML40 Lightmace multilaser. Captain Newton is also a fanatic: some people claim she can strip down "Number One" and put it back together again on her own.

Her fiery character and her sharp tongue make her a precious resource for the U.N.A. She is capable of looking the most powerful industry leaders in the eye and letting them know what she really thinks of the equipment she has tested. Famous throughout the galaxy as a brilliant test pilot and respected Commander, she had no problem at all getting sent to Damocles.





RECRUITING A UNIT

Captain H. Newton on foot: 60 A.P.
Aboard Number One: 300 A.P.

Repair: Captain H. Newton has the "Repair" ability. At the beginning or at the end of her unit's activation she can repair a friendly armored fighting vehicle within 2.5 cm (including her own). The repaired armored fighting vehicle regains 1 SP in a location chosen by the player. The player may choose an element that has already been destroyed.

Heroic pilot: When Number One is destroyed the miniature representing Captain H. Newton on foot is deployed where her machine stood. She constitutes a unit but can join a friendly unit (see *AT-43: The Rulebook*, p.77).

COLONEL G. STARK



We never leave anyone behind!"

– Colonel G. Stark

Colonel G. Stark is one of the most valorous U.N. officers. Fearless, able and charismatic, he is known to lead his men from the front, standing tall in the face of danger. The White Stars on Damocles consider him the best officer in the galaxy; serving under Stark is the guarantee that your Commander will support you till the job is done and everyone is safe.

George Stark was born to a well-off family on Ava. His parents worked hard to give George, as well as his brothers and sisters, their share of the U.N. dream: a comfortable life, a flawless education and a bright future. George was a hard working student and the quarterback of his university football team. His economic science studies were supposed to help him become a successful businessman.

Unfortunately, history was not going to allow him to lead the life he was born to. In AT-32, the Asteroid belt war broke out between the U.N.A. and the Red Blok. George saw several of his friends leave for the front. These successive departures questioned the comfort and blindness in which the young man had been living. He decided, almost out of guilt, to join the White Stars.

Out in battle, star trooper Stark resisted to the horrors of war the best he could. His outstanding athletic skills and his guts made him a good soldier. So good that he was soon promoted Sergeant.

In charge of his own unit Stark revealed his leadership skills. He could not stand seeing his brothers-in-arms suffer or break down. Lost in the flames of war for five years, Stark protected, supported and saved his men, often putting his own safety on the line to give his men a better chance. During this period he was awarded numerous medals for his feats of arms, including the White Stars Distinguished Service Medal rewarding heroic officers.

After his five year contract, George decided to go back to civilian life. Tired, and still single, he wanted to build himself a normal life. However, despite his efforts, he was unable to get used to civilian life. He did meet countless patriots sharing his fondness for the U.N. ideals of justice and freedom, but he did not find in them the brotherhood and sincerity he had found in the White Stars. After a year of "normal life", he chose go back to the army.

Amazed by George's file, the recruiting officer offered him the chance to join the steel troopers. Honored and elated, Stark left for Fort Jennings to undergo training for the elite corps. A few months later, the year the skirmishes began, the White Stars were mobilized on a massive scale. Stark was posted before his training was over to compensate for the emergency. He showed himself worthy of his new uniform nonetheless, showing his courage and unyielding determination at all times. His leadership qualities and the role model he was to his comrades helped steel trooper Stark win many victories. He was soon promoted to Sergeant, and then Master sergeant.

In AT-39 Lieutenant Stark led his platoon during the landing on Nowhere. He was the first out of the landing ship and only stopped after he had made it past several fortified lines and had taken his platoon to the heart of the enemy defense system. Victorious and congratulated, Captain Stark was awarded one of the highest U.N. military decorations: the White Stars Medal of Honor. However, his greatest reward was when he found



out that his platoon had not only received the most citations but was also the one that had lost the fewest men.

Two years later Captain Stark was leading his company into the battle of Proserpina, under the orders of General MacBright. Once again his display of unwavering courage saved several companies from a terrible Red Blok artillery barrage and led them to victory. Out on the font line, he even chose to deliberately contradict a direct order issued by MacBright to protect his men. Despite the incident, he still managed to take the enemy positions he had been assigned. Wisely MacBright gave Captain Stark only a minor sanction and a few weeks later, promoted him to the rank of colonel. A strong friendship was born between the two men, despite the age difference.

Almost forty and having reached the rank of colonel of the U.N.A., Stark aspired to a quieter life and why not a job at CentCom? His transfer requests were about to be accepted when MacBright paid him a visit to convince him that he was going to need him out there on the Therian factory world, the greatest threat since the Trauma. Stark refused at first, but MacBright's arguments were unanswerable: Operation Damocles was going to pitch the White Stars against a opponent superior in all aspects, in an hostile environment and several light-years away from the U.N.A. General MacBright was in desperate need of reliable officers like Stark to lead his men into the heart of enemy territory.

Spurred on by his sense of duty, Stark had no other choice but to board the *UNSS Battleaxe* with his old friend.

Today Colonel Stark is leading his men inside the maze of Damocles. His presence alone bolsters the morale of hundreds of thousands of soldiers, helping them cope with the horror of the Therians. Although this responsibility is quite a heavy burden to bear sometimes, he can never let himself down. He knows that not only does the salvation of the White Stars of Damocles depend on his courage, but also the survival of mankind.

THE COLONEL OF STEEL

Colonels are the highest rank of officers CentCom sends to the battlefield. Most of the time, those who have reached this rank pretty much stay in the second line or inside a vehicle. Not Stark. Despite his status and medals, he is a soldier. He considers his rank as a responsibility not a privilege. Stark is a guarantee of support to his men and they know he will do everything to get them back to base in one piece. His loyalty to his troops and his iron will have led him to be nicknamed "The colonel of steel".

Before leaving for battle, Stark promises only one thing to his men: that he will be the first to set foot on the battlefield and the last to leave it.

TACTICS

Colonel G. Stark is the ideal candidate to be a company Commander. His strategic importance is so crucial that it is tempting to keep him sheltered as far as possible from the fighting. However, his officer abilities can only be used when he is leading his platoons from the frontline. Stark is not the kind to hide at HQ, he is a winner!

But the colonel of steel is a man like any other, vulnerable in particular to snipers. Since he cannot hide, or otherwise he becomes useless, there is only one strategy left: be bold! Led by Colonel G. Stark, the company must charge forward and neutralize any unit that could threaten the colonel. Stark may be ready to put his life on the line for his men, but the opposite is also true.

UNIT FORMATION

Colonel G. Stark can become the officer of any unit of steel troopers. He is added to the unit but he does not count in its number of fighters. (So it is possible to exceed the maximum number of fighters). His cost is added to that of the unit.

RECRUITING A UNIT

Colonel G. Stark: 85 A.P.

Leadership: When Colonel G. Stark is the company Commander, authority tests are rolled using two dice instead of one. The player keeps the best result.

Electro binoculars: At any time, the player can spend 1 LP to see the first card of one of his opponents' activation sequence.

Front line officer: A disorganized unit is automatically valiant at the beginning of its activation if at least one of its fighters can see Colonel G. Stark.

Promise: Colonel G. Stark's unit must be deployed first on the battlefield.

INFANTRY



U.N. infantry is probably the best trained and best equipped infantry in the galaxy. Its professional soldiers, regular and elite alike, are trained to fight anywhere, in any weather conditions and in all theaters of operation. Their armor favors mobility to allow them to make the most out of the terrain and advance quickly on objectives.

SOLDIERS

U.N. military dogma divides White Stars soldiers into three categories: regular soldiers, elite soldiers and TacArms. Star troopers are regular troops.

Those who show their worth in this army corps are selected to join the White Stars elite training sessions. They then become **steel troopers, wing troopers** or **shock troopers,** elite fighters specialized respectively in ground support, airborne assault and close quarter combat. The best among these have access to **TacArm units,** heavily armed battlesuits with the firepower of armored fighting vehicles!



WEAPONS

Most weapons used by the White Stars infantry are based on laser technology, but some weapons still use less expensive hard ammunition; while special weapons rely on a variety of deadly technologies.

The **assault rifle** is a reliable and inexpensive weapon. It shoots bursts of solid 5.56 caliber ammo. Despite being less efficient than lasers because of the noise and recoil, the firepower/cost ratio of this weapon remains unmatched.
This weapon uses direct fire rules.

Solid, rugged and efficient, the **combat knife** is the White Stars standard mêlée weapon. As useful for finishing an assault as it is for opening a can of beans, the combat knife is the trooper's best friend.
This weapon uses combat rules.

The U.N. **flamer** uses a highly flammable and long burning chemical mixture, sealed in a high-pressure air-tight canister. It projects balls of fire at enemy units.
This weapon uses indirect fire rules.

The **grenade launcher** projects a grenade in an arcing trajectory, allowing it to shoot over obstacles. The grenade explodes upon impact, riddling the enemy with shrapnel.
This weapon uses indirect fire rules.

The **jammer** sends an electromagnetic pulse meant to destroy the target's electronic circuits, ignoring most of its armor. It is the ideal weapon against the heavier armored fighting vehicles.
This weapon uses direct fire rules.

The **laser rifle** is the emblematic weapon of U.N. soldiers, although not all get to use it. This rifle emits a highly concentrated electromagnetic beam (in other words a strong ray of light) that remains accurate and powerful over very long distances.
This weapon uses direct fire rules.

The concept of the **laser gun** is marvelously simple: it is simply a bigger, more powerful and more accurate laser rifle. It is the ultimate weapon on the galactic battlefield.
This weapon uses direct fire rules.

The Partisan **missile launcher** uses self-propelled anti-tank ammunition guided by advanced heatseeking and very sophisticated radar systems.
This weapon uses direct fire rules.

The **multilaser** is based on the same principle as the laser rifle, but it emits a broader and less intense beam. It is less accurate at long range but deadly at short range. This is a typical airborne infantry weapon.
This weapon uses direct fire rules.

The **SMG,** or submachine gun, is a hard ammo automatic weapon with a short barrel. Its lack of accuracy is compensated for by a high rate of fire. It is the ideal weapon for close quarter combat.
This weapon uses direct fire rules.

The **sniper gun** is a deadly accurate weapon. Equipped with high-tech scopes, it allows its user to pick his target and score a bull's eye from very far away.
This weapon uses direct fire rules.

Faced with the Therian threat, high command was forced to revise its attitude to close combat. From these reflections were born the power weapons. The **powerpike** and **powerlance** are piercing weapons that work pretty much like pneumatic jackhammers. Upon impact, powerful servomotors thrust a titanium stake to perforate both armor and target.
These weapons use combat rules.

The **Volcano MG** (machine gun) is the heavier version of the assault rifle. Its impressive reserves of cartridges are used to shoot a hail storm of lead at enemy units.
This weapon uses direct fire rules.



STAR TROOPERS

"I need someone for the job and you've all volunteered!"
– Sergeant N. West, addressing his soldiers during the retreat from Hades.

The star troopers are the regular White Stars troops... Naturally, anything regular in the armed forces of the U.N.A. would be extraordinary anywhere else. The star troopers training cycle is designed for the mass production of professional soldiers. The star troopers are grouped into large units whose efficiency is due to both the quality and number of its soldiers.

Becoming a star trooper is sometimes a way of gaining citizenship or assimilated to community work as part of a judicial sentence. These soldiers are often incorporated for only a short time, but the best of them might be offered the opportunity to become steel troopers, wing troopers or shock troopers.

TACTICS

The star troopers are assigned to static missions and limited assaults. They are great at holding objectives and crushing lighter troops. They are also there to absorb the attacks of more powerful units that would have caused unsustainable losses to a smaller unit. Yet the star troopers are at their best against armored fighting vehicles with their Partisan missile launcher.



THE HEROIC RESISTANCE OF COMPANY G "GOTCHA"

Hades, BT-12: the 11th regiment of mechanized infantry was maneuvering on the lava plains of the volcanic hell of Hades. Civil war had broken out on the planet. In the early morning, a dozen of insurgent armored fighting vehicles appeared on the horizon and opened fire on the White Stars encampment.

Only company G managed to reach the armory and prepare for battle. Within a few minutes, while the armored fighting vehicles were blocked by a newly formed river of molten lava, "Gotcha" company had launched a counter offensive and secured the heights, from where they forced the enemy to a halt.

By mid-day, they had run out of ammo but the star troopers refused to surrender. Their enemies were forced to call-in orbital artillery strikes to glaze the White Stars position. Within a few hours, not a living soul was left on the plain. The star troopers' heroic sacrifice had prevented the enemy armored fighting vehicles from reaching the battlefield in time.

COMPOSITION OF A UNIT

Type: 1.
Number: 8 to 12.
Standard equipment: Assault rifle and combat knife.
Special weapons: Flamer, Volcano MG or missile launcher.
Optional equipment: Triple lense helmet, grenades.
Specialists: Combat engineer, medic.
Officer: Rank 1 to 5.

Equipment



Triple lense helmet: The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. In addition, they ignore their enemies' "Stealth" ability.

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.

Flamer: This weapon has the "Projection" ability:

• When a unit contains several of these weapons, each of them can pick a different target;

• Cover and fighters caught in the zone of fire are ignored;

• No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

• The Accuracy of the weapon shows the weapon's maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

Missile launcher: This weapon has the "Locked shot" ability:

• It can only target armored fighting vehicles or terrain elements with Structure points;

• It cannot use Overwatch fire;

• Cover and fighters caught in the zone of fire are ignored;

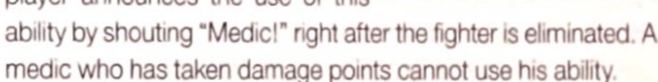
• Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Specialists



Combat engineer: The combat engineer has the "Sabotage" ability. During his unit's activation he can sabotage a terrain element within 2.5cm of him. The chosen element is removed from the battlefield.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use his ability.



Officers



Sergeant (Sgt.): + 10 A.P.
Master sergeant (Msgt.): + 15 A.P.
Lieutenant (Lt.): + 25 A.P.
Captain (Cpt.): + 40 A.P.
Colonel (Col.): + 60 A.P.



Standard ranged weapon				
ASSAULT RIFLE	3	1/1	-	4/1
Special weapon				
FLAMER (projection ; indirect fire)	(25)	1/0	4	8/1
VOLCANO MG	3	3/0	-	7/1
MISSILE LAUNCHER (locked shot)	3+	1/0	-	13/2
Mêlée weapon				
COMBAT KNIFE	3	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1

Cost of a unit of star troopers

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	250 A.P.	+ 20 A.P.
Grenades	215 A.P.	310 A.P.	+ 25 A.P.
Triple lense helmets	215 A.P.	310 A.P.	+ 25 A.P.
Grenades + Triple lense	255 A.P.	370 A.P.	+ 30 A.P.
Missile launcher*	+ 25 A.P.	+ 25 A.P.	

(1) 8 star troopers including: 1 special weapon + 0 to 2 specialists + 0 to 1 officer
(2) 12 star troopers including: 2 special weapons + 0 to 2 specialists + 0 to 1 officer
*Extra cost to equip all of the unit's special weapon bearers.

STEEL TROOPERS

"There are bad soldiers and good soldiers, and then there are the steel troopers."

– Training manual, page 2.

The steel troopers are the pride of White Stars, the symbol of their strength and efficiency. The steel troopers are exceptional soldiers equipped with the best weapons available to mankind. They are the embodiment of military efficiency. Their task is to lead the White Stars armies from the front, piercing the enemy lines to bring fire and death.

The steel troopers have demonstrated that performing the impossible was only a question of discipline, materiel and fighting skills. Once again they applied their universal solution: being the best. The best never have problems, only challenges.

TACTICS



The steel troopers are versatile soldiers. No matter the mission they carry it out with a unique combination of professionalism and fire power: in attack or in defense, as assault units or support units, fighting with infantry squads or with armored platoons. Their skills and their high-tech equipment make the steal troopers both efficient and reliable soldiers...

They are the heart of the army of Ava!

TRAINING A STEEL TROOPER

The steel troopers' training is the most demanding there is. Only NCO and officers with a minimum of five years experience in a fighting unit can apply.

More than six months are required to test the candidates' physical and psychological aptitudes.

The selected candidates then enter the war academy and participate for a further two years in training, which will teach them to master all the weapons in the White Stars arsenal, no matter the situation. Those who remain until the end of this preliminary cycle are incorporated into an active unit and join the steel troopers...as privates. There are several even more demanding courses for officers.

COMPOSITION OF A UNIT



Type: 2.

Numbers: 6 to 9.

Standard equipment: Laser rifle and combat knife.

Optional equipment: Triple lense helmet, grenades.

Special weapons: Laser gun, Volcano MG or missile launcher.

Specialists: Mechanic, medic.

Officer: Rank 1 to 5.

Equipment



Triple lense helmet: The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. In addition, they ignore their enemies' "Stealth" ability.

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.

Missile launcher: This weapon has the "Locked shot" ability:

• It can only target armored fighting vehicles or terrain elements with Structure points;

• It cannot use Overwatch fire;

• Cover and fighters caught in the zone of fire are ignored;

• Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Specialists



Mechanic: The mechanic has the "Repair" ability. At the beginning or at the end of his unit's activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use his ability.

Officers

Sergeant (Sgt.): + 10 A.P.

Master Sergeant (Msgt.): + 15 A.P.

Lieutenant (Lt.): + 25 A.P.

Captain (Cpt.): + 40 A.P.

Colonel (Col.): + 60 A.P.



Steel trooper

14	5	5	4

Standard ranged weapon				
LASER RIFLE	5	1/0	-	5/1
Special weapon				
LASER GUN	7	1/1	-	14/1
VOLCANO MG	4	3/0	-	7/1
MISSILE LAUNCHER (locked shot)	3 +	1/0	-	13/2
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1

Cost of a unit of steel troopers

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	175 A.P.	275 A.P.	+ 30 A.P.
Grenades	205 A.P.	320 A.P.	+ 35 A.P.
Triple lense helmets	205 A.P.	320 A.P.	+ 35 A.P.
Grenades + Triple lense	235 A.P.	365 A.P.	+ 40 A.P.
Missile launcher*	+ 25 A.P.	+ 25 A.P.	

(1) 6 steel troopers including: 1 special weapon + 0 to 2 specialists + 0 to 1 officer
(2) 9 steel troopers including: 2 special weapons + 0 to 2 specialists + 0 to 1 officer
*Extra cost to equip all of the unit's special weapon bearers.

WING TROOPERS

"Imagine yourself overlooking a battlefield from thirty five thousand kilometers above. Death from on high."
– Wing troopers' advertisement campaign, AT 42.

The wing troopers are born from the combination of the U.N. elite, the steel troopers, and the best of U.N. technology, the G-Pack.

With a G-Pack, a properly trained soldier can perform leaps several hundred meters long and wipe out the enemy before he gets a chance to react. Faithful to the U.N. dogma *"better is better"*, the White Stars have entrusted the G-Pack to their best soldiers and put them through intensive training.

Being incorporated to a unit of wing troopers is the greatest honor possible for a steel trooper. Only the most disciplined candidates are selected, because shooting with accuracy while staying in formation after firing up a G-pack is no piece of cake.

TACTICS

The wing troopers are extremely mobile units, swift and deadly. They have a key role to play at the tip of the offensive or beyond. Their favorite tactic is to strike behind enemy lines, catching the enemy in a pincer movement before immediately falling back to a defensive position.

The laser gun and sniper gun allows them to strike down any enemy, no matter if the target is heavy infantry or a light armored fighting vehicle, from the most remote strategic points. Against class 2 or 3 striders, the wing troopers are still far from useless. When given a missile launcher, they are a threat to any armored fighting vehicle!

COMPOSITION OF A UNIT

Type: 2.
Numbers: 6 to 9.
Standard equipment: Multilaser, combat knife, G-pack.
Optional equipment: Triple lense helmet, grenades.
Special weapons: Laser gun, missile launcher or sniper gun.
Specialists: Medic.
Officer: Rank 1 to 5.

Equipment

Triple lense helmet: The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. In addition, they ignore their enemies' "Stealth" ability.

G-Pack: Fighters equipped with G-Packs get the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Grenades: Fighters equipped with grenades can perform shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.

Missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.



Sniper gun: A fighter equipped with this weapon gets the "Sniper" ability:

- This ability can only be used if the fighter doesn't move at all during his activation;
- Cover and fighters caught in the zone of fire are ignored;
- This ability cannot be used in "Overwatch!";
- The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.



Wing trooper

	18	5	5	4

Standard ranged weapon				
MULTILASER	2	1/1	-	5/1
Special weapon				
LASER GUN	7	1/1	-	14/1
MISSILE LAUNCHER [locked shot]	3+	1/0	-	13/2
SNIPER GUN [sniper]	10	1/0	-	8/1
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES [indirect fire]	0	1/0	1	4/1

Specialists

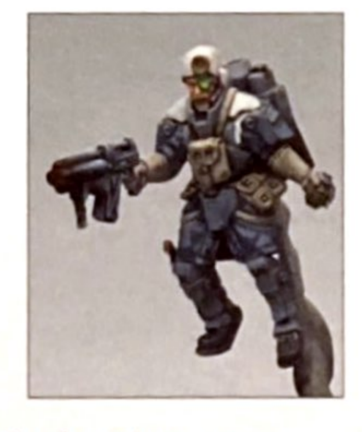
Medic: The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use his ability.

Officers

Sergeant (Sgt.): + 10 A.P.
Master Sergeant (Msgt.): + 15 A.P.
Lieutenant (Lt.): + 25 A.P.
Captain (Cpt.): + 40 A.P.
Colonel (Col.): + 60 A.P.









OPERATION SYCAMORE

BT-10, when the Hades uprising was at its peak, the U.N. forces deployed during the counter offensive were surrounded and fighting one against two in appalling conditions. Something had to be done to relieve the pressure the insurgents were putting on the main army as it carried out the emergency evacuation of troops. Operation Sycamore was initiated.

While the ground was swarming with enemies, eleven companies of wing troopers were dropped from geostationary orbit.

They were fewer than three hundred, but their attack caught the insurgents off guard, disrupting them long enough for all the White Stars to re-embark aboard the dropships.

The two hundred wing troopers that survived the battle were evacuated with the last dropships, along with the bodies of their brothers who had fallen to save an entire army.

Cost of a unit of wing troopers

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	325 A.P.	+ 35 A.P.
Grenades	230 A.P.	370 A.P.	+ 40 A.P.
Triple lense helmet	230 A.P.	370 A.P.	+ 40 A.P.
Grenades + triple lense	260 A.P.	415 A.P.	+ 45 A.P.
Missile launcher*	+ 25 A.P.	+ 25 A.P.	

(1) 6 wing troopers including: 1 special weapon + 0 to 2 specialists + 0 to 1 officer
(2) 9 wing troopers including: 2 special weapons + 0 to 2 specialists + 0 to 1 officer
*Extra cost to equip all of the unit's special weapon bearers.

SHOCK TROOPERS

"Don't ask me why I'd rather fight with a powerpike than a laser rifle. You really don't want me to show you."
– Drill Sergeant A. Borz



Some nutters enjoy close quarter combat, vicious fights in narrow corridors, close combat round a trench corner, wrestling in the darkness of small tunnels. The shock trooper corps is there to welcome these risk takers and adrenaline junkies.

Special training and a particular mindset is required to willingly go toe to toe in the dark against non-humans.

Shock troopers are specifically trained for indoor close combat. They know all about disemboweling or carving through anything within arm's length, no matter if the target is Avan, morphos or mechanical.

TACTICS

The shock troopers' mission is simple: they are there to engage the enemy in close combat. Shock troopers are deployed when close quarter combat is involved or when the opponent deploys powerful close combat units. Armed with their powerpikes, the shock troopers stand like a wall of flesh and steel to protect their brothers in arms!

They are efficient in short range defense with their SMGs, which allow them to quickly clear out corridors. On an open battlefield, G-packs allow them to close rapidly with the enemy, minimizing their losses during the advance.



COMPOSITION OF A UNIT

Type: 2.
Numbers: 6 to 9.
Standard equipment: SMG and powerpike.
Optional equipment: G-pack, grenades.
Special weapons: Flamer.
Specialists: None.
Officer: Rank 1.



Equipment



Flamer: This weapon has the "Projection" ability:

- When a unit contains several of these weapons, each of them can pick a different target;
- Cover and fighters caught in the zone of fire are ignored;
- No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);
- The Accuracy of the weapon shows the weapon's maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All miniatures located even partially under the area of effect suffer a damage test.

G-Pack: Fighters equipped with G-Packs get the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Grenades: The fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.



Officers

Sergeant (Sgt.) : + 10 A.P.

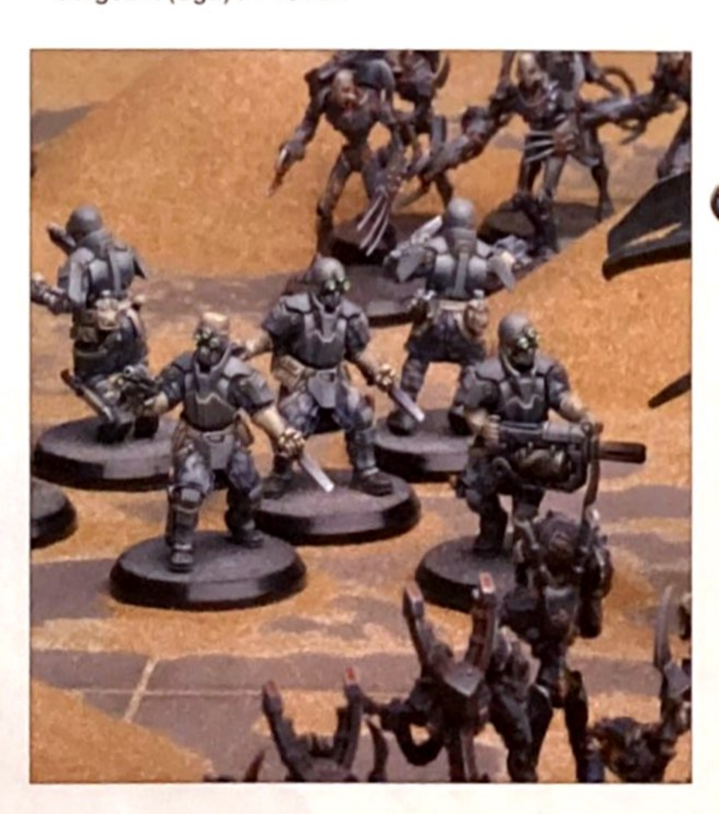
BABY TROOPERS

By AT-1, bayonets had long been removed from the U.N. arsenal and soldiers were not trained in close combat anymore!

However, the Therians' storm golems forced CentCom to create, in AT-2, a corps specializing in close quarter combat derived from the steel troopers: the shock troopers.

The most undisciplined and rowdy White Stars were given the opportunity to utilize their "qualities" and join the shock troopers. To equip them, the laboratories of the M.Ind came up with some innovative close combat weapons.

The shock troopers were nicknamed the "baby troopers" because of their reputation for unruly behavior and the relatively recent creation of their corps... However even steel troopers avoid using this nickname in front of them: upsetting a shock trooper is not a smart thing to do.



Cost of a unit of shock troopers

EQUIPMENT	STANDARD NUMBER (1)	MAXIMUM NUMBER (2)	EXTRA FIGHTER
Standard	200 A.P.	325 A.P.	+ 30 A.P.
G-pack	230 A.P.	370 A.P.	+ 35 A.P.
Grenades	230 A.P.	370 A.P.	+ 35 A.P.
G-pack + grenades	260 A.P.	415 A.P.	+ 40 A.P.

(1) 6 shock troopers including: 1 special weapon + 0 to 1 officer
(2) 9 shock troopers including: 2 special weapons + 0 to 1 officer

STEEL TACARMS

"You will become better than steel troopers. Those who survive anyway."

– Commander MacBright's welcome speech at boot camp WSBT2, session B.

Faster, stronger, tougher: steel TacArms (tactical armor units) are the quintessence of White Stars infantry. Equipped with the best technology available on Ava, these extraordinary troops have no equal on the battlefield.

Three TacArms have enough firepower to destroy any kind of enemy, ranging from simple soldiers to the average combat strider. This is what steel-TacArms are used for: eliminating enemy resistance anywhere it needs to be crushed with overwhelming power.

TACTICS

Steel TacArms are deployed to break enemy lines: against them, the first assault is often the last. However, they are also efficient when kept in reserve: they can then jump into action whenever the time is right to quickly eliminate any pockets of enemy resistance.

The steel TacArms represent a concentration of power that cannot be equaled by any other infantry unit: a laser gun is already a terrifying weapon, but each TacArm comes with *two*! In groups of three these battlesuits become unstoppable.

The offensive power the TacArms represent is such that they will constitute a prime target for the enemy. A good Commander will always make sure to keep them behind cover or to use their movement to get them out of reach of enemy fire.

COMPOSITION OF A UNIT

Type: 3.
Numbers: 3.
Standard equipment: Laser gun x 2 and gyroscopes.
Optional equipment: Laser targeter.
Special weapons: None.
Specialists: None.
Officer: Rank 1.



Equipment



Gyroscopes : These mechanisms give the TacArms the "Stability" ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

Laser targeter: This targeting system gives the "Designator" ability to the TacArms. During his activation, a fighter can tag an enemy unit he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.

Officers

Sergeant (Sgt.): + 10 A.P.

Cost of a unit of steel TacArms

EQUIPMENT	STANDARD NUMBER (1)
Standard	300 A.P.
Laser targeter	315 A.P.
(1) 3 steel TacArms including: 0 to 1 officer	



TACARMS CLIMACTIC!

When the TacArms were first tried out by white stars soldiers, the feedback was delirious:

"Never felt anything that good before, General! And I've been shooting some experimental machine guns before...But it was peanuts compared to this!"

– Sergeant A. Borz, answering the evaluation committee

The TacArms were welcomed with such great enthusiasm that they went directly from prototype to mass production. Less than six months after being presented to General staff, TacArms were already being delivered to special units. In comparison, it took two years of intensive testing by active fighting units before the LR39 laser rifle was finally approved by CentCom.

MODULAR BACKPACK B7
A lot of equipment can be fixed to the TacArm's back with this system, without hindering the user's movements.

GATOR GS LATCH
This jaw like latch keeps the pilot tightly locked inside, offering him the comfort of the gyrostabilizers. It can take hits from 30 mm ammo without suffering any recoil.

BALOR AA LASER TARGETER
The Balor AA can designate a target up to 130 meters away, providing firing coordinates to all compatible systems.

G-PACK GPBP B8
Some TacArms can be equipped with standard White Stars G-packs.

▶ TACARMS, LIGHT INDUSTRIES

SHOCK TACARMS

The arrival of a unit of shock TacArms on a battlefield is a marvelous sight. Leaping with the agility of acrobats, striking the enemy with the power of a tactical missile, taking blows that would have wiped out entire squads, a shock TacArm is like an angel of death, carried by the invisible wings of the gods of destruction. The shock TacArms tear through armored fighting vehicles, char the soldiers within reach of their flames of wrath and have turned gravity to their advantage. The psychological effect of the apparition of a shock TacArm unit is already a sign of the victory ahead!

TACTICS

The shock TacArms are the ultimate close quarter combat troop. They rush into battle and are afraid neither of small indoor spaces, nor of obstacle cluttered terrain.

Against light armored fighting vehicles, the powerlance gives them outstanding striking power while the flamer is used to wipe out the horrified enemy soldiers. The shock TacArms do not fear being engaged by the enemy: they are almost invulnerable to mêlée weapons.

Since they can be equipped with G-packs, these battlesuits can fall upon the enemy before he ever gets to react.

COMPOSITION OF A UNIT

Type: 3.
Numbers: 3.
Standard equipment: Flamer, powerlance and gyroscopes.
Optional equipment: G-pack, laser targeter.
Special weapons None.
Specialists: None.
Officers: Rank 1.

EQUIPMENT

Flamer: This weapon has the "Projection" ability:

• When a unit contains several of these weapons, each of them can pick a different target;

• Cover and fighters caught in the zone of fire are ignored;

• No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

• The Accuracy of the weapon shows the weapon's maximum range in cm, as measured from the special weapon bearer. The template is centered on a fighter. All the miniatures located even partially under the area of effect suffer a damage test.

G-Pack: Fighters equipped with G-Packs get the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Gyroscopes: These mechanisms give the TacArms the "Stability" ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

Laser targeter: This targeting system gives the "Designator" ability to the TacArms. During his activation, a fighter can tag an enemy unit he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.

Officers

Sergeant (Sgt.) : + 10 A.P.



FIGHTING TILL THE END

Shock TacArms are used differently from other TacArms. They give a second chance to those shock troopers that Avan surgery cannot not save. Thanks to the servomotors of their TacArm, veterans who have lost limbs, who have been burnt beyond hope and broken beyond recovery can once again taste the savagery of close combat. They become, until the time of their final battle, machines of death capable of tearing flesh and armor with the same ease. Most of them are walking dead anyway... What more could they lose?

Cost of unit of shock TacArms

EQUIPMENT	STANDARD NUMBER (1)
Standard	250 A.P.
G-pack	265 A.P.
Laser targeter	265 A.P.
G-pack + Laser targeter	280 A.P.
(1) 3 shock TacArms including: 0 to 1 officer	

JAM TACARMS

"Each time you shoot one of these munitions, you're burning a whole year of wages! But don't worry: the enemy you will have destroyed will be worth a thousand years of wages!"
– Heard at boot camp WSBC2, session C.

The absolute height of soldier firepower is without doubt the jam TacArm. When it was first deployed on the battlefield, it immediately became the worst nightmare of any armored fighting vehicle. Only the latest evolution in combat strider technology and major breakthroughs in the field of layered armor have managed to slightly counterbalance the advantage of the jam TacArms.

But even so, anything heavier than half a ton will still dread a steel trooper inside a jam TacArm. The arrival of the Partisan missile launcher is certainly not going to help.

Combining the firepower of an armored fighting vehicle with the mobility of a soldier and equipped with sensors originally designed for spaceships, the jam TacArm is the dream toy of any steel trooper.

TACTICS

The Jam TacArms are massive hammers capable of smashing the shells of the heaviest units out there. The density of its salvos makes it the deadliest enemy of light combat striders. A unit of jam TacArms can easily destroy a light armored fighting vehicle in one go.

Even medium combat striders fear them: none of those striders ever walks out of such an encounter unhurt, many never even get a chance to walk out.

The jam TacArms are exceptional support units. However, they are defenseless against infantry troops since their weapons are useless in close combat. But it is a small price to pay to have the respect of any armored fighting vehicle unit.

COMPOSITION OF A UNIT

Type: 3.
Numbers: 3
Standard equipment: Jammer, missile launcher and gyroscopes.
Optional equipment: Laser targeter.
Special weapons: None.
Specialists: None.
Officer: Rank 1.





Equipment

Gyroscopes: These mechanisms give the TacArms the "Stability" ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

Jammer: This weapon has the "Jammer" ability:
• It can only target armored fighting vehicles;
• Damage tests are resolved differently: The minimum result needed on the die is always the same. This result is shown instead of the Penetration of the weapon. 45

Missile launcher: This weapon has the "Locked shot" ability:
• It can only target armored fighting vehicles or terrain elements with Structure points;
• It cannot use Overwatch fire;
• Cover and fighters caught in the zone of fire are ignored;
• Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Laser targeter: This targeting system gives the "Designator" ability to the TacArms. During his activation, a fighter can tag an enemy unit he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.

Officers

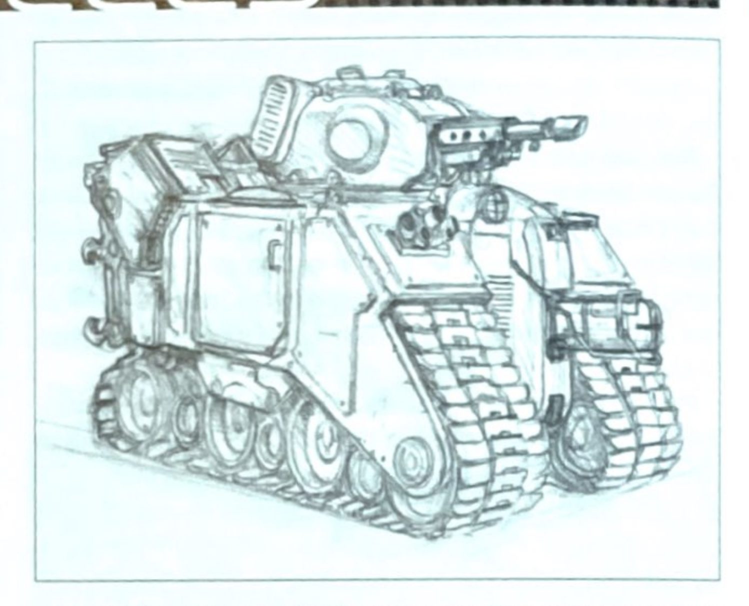
Sergeant (Sgt.) : + 10 A.P.

Cost of a unit jam TacArms

EQUIPMENT	STANDARD NUMBER [1]
Standard	275 A.P.
Laser targeter	290 A.P.
[1] 3 jam TacArms including: 0 to 1 officer	

ARMORED FIGHTING VEHICLES

U.N. armored fighting vehicles are the finest achievements of Avan technology. Powered by powerful fusion generators and protected by multi-layered armor, they have ultra high-tech sensors and armament. Every day, U.N. armored fighting vehicles show that not only were the Avans able to copy Therian technology but they were able to improve it!



FRAMES

The Military-Industrial Complex (M.Ind) has developed three combat strider frames, each one dedicated to a different role: A C1 frame (recon strider) designed for reconnaissance missions; a C2 (assault strider) for assault missions and a C3 (support strider) for long range support. Thanks to their universal mounting points, these frames can be mounted with various combinations of weapons adapted to their mission. In a move to standardize pilots' training and combat tactics, CentCom approved the use of only a limited number of combinations; the most efficient ones. These combinations are used on all the battlefields of the galaxy.

MOUNTED WEAPONS



The **heavy graser** is the supreme anti-tank weapon. GRASER technology (*Gravity Amplification by Stimulated Emission of Radiation*) can send devastating gravity waves over very long distances that vaporize anything in their way.

This weapon uses direct fire rules.

The **light grenade launcher,** the **medium mortar** and the **heavy mortar** all work according to the same principle: these weapons shoot projectiles full of cluster munitions with a steep angle of descent. When these munitions fall upon enemy troops and explode the damage done to infantry units is terrifying.

These weapons use indirect fire rules.

The **light laser cannon** and the **medium laser cannon** emit a highly concentrated electromagnetic beam (in other words a strong ray of light) that remains accurate and powerful even at very long range. The strider's generators are used to shoot long salvos capable of piercing even the most advanced armor.

These weapons use direct fire rules.



Carrying an unbelievable amount of hard ammo, the **light MG** literally fills the zone of fire with steel. Any medic is going to need to sort the flesh from metal before he can think about stitching anything back together.

This weapon uses direct fire rules.

The **medium** and **heavy missile launchers** are to the simple missile launcher what the machine gun is to the single round handgun. They drown their targets in a swarm of homing missiles. Striders equipped with such weapons carry enough ammunition to pulverize a whole platoon.

These weapons use locked shot rules.

FIRE TOAD

Factory name: LATCS Fire Toad recon strider

LATCS recon striders (Light Anti Tank Combat Strider) are the backbone of U.N. armored fighting vehicle platoons. Swift and exceptionally maneuverable, they were designed to be the perfect complement to steel trooper units. They advance with the troops, providing cover and support fire.

Their pilots are heroes loved by the U.N. civilian population and celebrated in all kinds of TV series, motion pictures and comic books.

TACTICS

The Fire Toad is the most common armored fighting vehicle among U.N. forces. It is often used as an assault unit alongside the infantry or as a support force to suppress enemy fire concentrations. It is an excellent raiding vehicle, striking the enemy with its long range weapons before falling back behind cover or vanishing behind an obstacle. The LLC40 "Lightlance" light laser cannon was designed for this specific purpose.





THE FOUL FROG

When Fire Industries released its "Toad" model, many caustic comments were made concerning its absolute lack of grace, its clumsy appearance and its angular design that clashed with the delicate soft lines in fashion at the time.

However, the Fire Toad imposed itself within a few years as the definitive recon strider, inspiring the design of many other striders, including some heavier class striders.

Thanks to its squat aspect, the Fire Toad can hide behind relatively low obstacles; becoming a less obvious target for enemy weapons. Furthermore, thanks to its streamlined design, it can reach its maximum speed over short distances.

COMPOSITION OF A UNIT

Type: 1.
Numbers: 1 to 3.
Standard equipment: Light laser cannon x 2.
Officer: Rank 1.

Officers

Sergeant (Sgt.): + 15 A.P.

Cost of a Fire Toad unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+ 200 A.P.

(1) 1 Fire Toad including: 0 to 1 officer
(2) 3 Fire Toad including: 0 to 1 officer

FIRE TOAD "LIGHT PRINCE"

THE UGLY DUCKLING

The military consultants of Fire Industries predicted very early on that there would be a need for more versatile recon striders. They were visionaries. For several years, CentCom refused to listen to them. It took several conflicts against the Red Blok hordes before high command admitted it did in fact need the Light Prince. This made it the vehicle with the longest development period in the whole U.N. arsenal... But also the quickest to go from "Live tests" to "Approved for operational use"!



Factory name: LMPCS Fire Toad "Light Prince" recon strider

LMPCS (Light Multi Purpose Combat Strider) recon strider platoons are almost as common as the LATCS. Just as swift and maneuverable, they are a great support to the infantry. They were designed to fight against both infantry and armored fighting vehicles.

CentCom is deploying this model of strider for more and more missions, which will soon make it the most commonly encountered machine on U.N. battlefields, just ahead of its anti-tank version.

TACTICS

The Light Prince is a Fire Toad: it emerges from behind cover, shoots and gets behind cover again, using its unrivalled mobility to stay out of reach of the enemy. Its versatility makes it just as efficient against infantry as it is against armored fighting vehicles, but its firepower suffers from this adaptability. Against any kind of recon strider this doesn't matter much, since a machine gun is often enough to pierce its armor. But when pitched against assault or support striders, the Light Prince is efficient only when part of a platoon.



COMPOSITION OF A UNIT

Type: 1.

Numbers: 1 to 3.

Standard equipment: Light laser cannon and light MG.

Officer: Rank 1.

Officers

Sergeant (Sgt.) : + 15 A.P.

Cost of a Fire Toad "Light Prince" unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+ 200 A.P.

(1) 1 Fire Toad "Light Prince" including: 0 to 1 officer
(2) 3 Fire Toad "Light Prince" including: 0 to 1 officer

FIRE TOAD "IRON RAIN"





Factory name: LAICS Fire Toad "Iron Rain" recon strider

The Iron Rain is the lastborn of the Fire Toad model. Its creation was inspired by the difficulties experienced by infantry squads faced with hordes of morphos golems and tidal waves of Red Blok soldiers. This Fire Toad's considerable rate of fire is fearsomely efficient against heavy concentrations of soldiers. Using its speed and maneuverability to engage the enemy, it unleashes a hailstorm of steel upon his troops. The thick armor of the Iron Rain protects it against infantry weapons... that is, those who survive its attack: a unit of these striders can annihilate any light infantry unit in one burst!

TACTICS

Its exceptional speed and rate of fire are the main assets of the Iron Rain. The fact that it does not represent a threat for other armored fighting vehicles is also another advantage: the enemy will not consider it a priority target for his anti-tank weapons...

The Iron Rain uses its mobility to roam the battlefield and pop out where it's the least expected. It can take the risk of crossing the line of sight of heavier striders, since they will probably target more dangerous targets.

Dauntlessness is a virtue among the Iron Rain pilots.

THE WHITE STARS HOWLERS

During a period of leave, three CentCom test pilots recorded the song *"Iron Rain"* and sent it to a producer. This launched them on their double career in the military and entertainment business, with the success we all know. Top of the charts for over a year, the White Stars Howlers were soon millionaires. However, they still pursue their careers as test pilots.

"Iron Rain, Iron Rain,
You do me such pain!
Iron rain, Iron rain,
How many have you slain?"

– *Iron Rain* by the White Stars Howlers,
n° 1 on the billboard for the whole year AT-41

COMPOSITION OF A UNIT

Type: 1.
Numbers: 1 to 3.
Standard equipment: Light MG x 2.
Officer: Rank 1.

Officers

Sergeant (Sgt.) : + 15 A.P.

Cost of a Fire Toad "Iron Rain" unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	200 A.P.	600 A.P.	+ 200 A.P.

(1) 1 Fire Toad "Iron Rain" including: 0 to 1 officer
(2) 3 Fire Toad "Iron Rain" including: 0 to 1 officer

FIRE TOAD "LANCELOT"

Factory name: LACS Fire Toad "Lancelot" recon strider

CentCom specifically required a medium range anti-infantry defense system, in order for the Fire Toad to be entirely autonomous.

Fire Industries, in partnership with BG Metalwerk, developed the Lancelot to respond to this need. Thanks to their work, light artillery made its entry on the battlefield, revolutionizing this type of weapon.

However, the Lancelot is a relatively rare machine that only a handful of innovative commanders have used seriously. But each use has always met with success, to an extent where CentCom almost considered abandoning the concept of artillery on assault striders.





COMPOSITION OF A UNIT

Type: 1.
Numbers: 1 to 3.
Standard equipment: Light grenade launcher x 2.
Officer: Rank 1.

Officers

Sergeant (Sgt.) : + 15 A.P.

TACTICS

Lancelots are anti-personnel artillery units designed to provide close support for infantry units. They are the ideal weapon to get rid of an enemy holding a defensive position. While the soldiers advance, these Fire Toads shell the area with their light grenade launchers. Blocked lines of sight and hazardous zones of fire are not enough to stop them! The Lancelots are just as efficient to break infantry assaults. Against frontal charges or against covered advances, no opponent can hide from their devastating fire.

COLONEL GRAAL

Top of the class of BT-10 at the war academy of Hades, Colonel Guinevere Graal built herself a career as a remarkable tactician and a prolific author. Her most famous book, *Walking Artillery: a Modern Revolution*[1] theorized the use of light artillery on the frontline, by the infantry's side.

She participated to the development of the Lancelot and personally led several live tests, notably against the Red Blok in AT-39.

With its famous sense of irony, Fire Industries dubbed this new model "Lancelot". The name caught on among the infantry, as the soldiers saw those bold pilots as their knights in shining armor...

[1]A. King Press, AT-20.

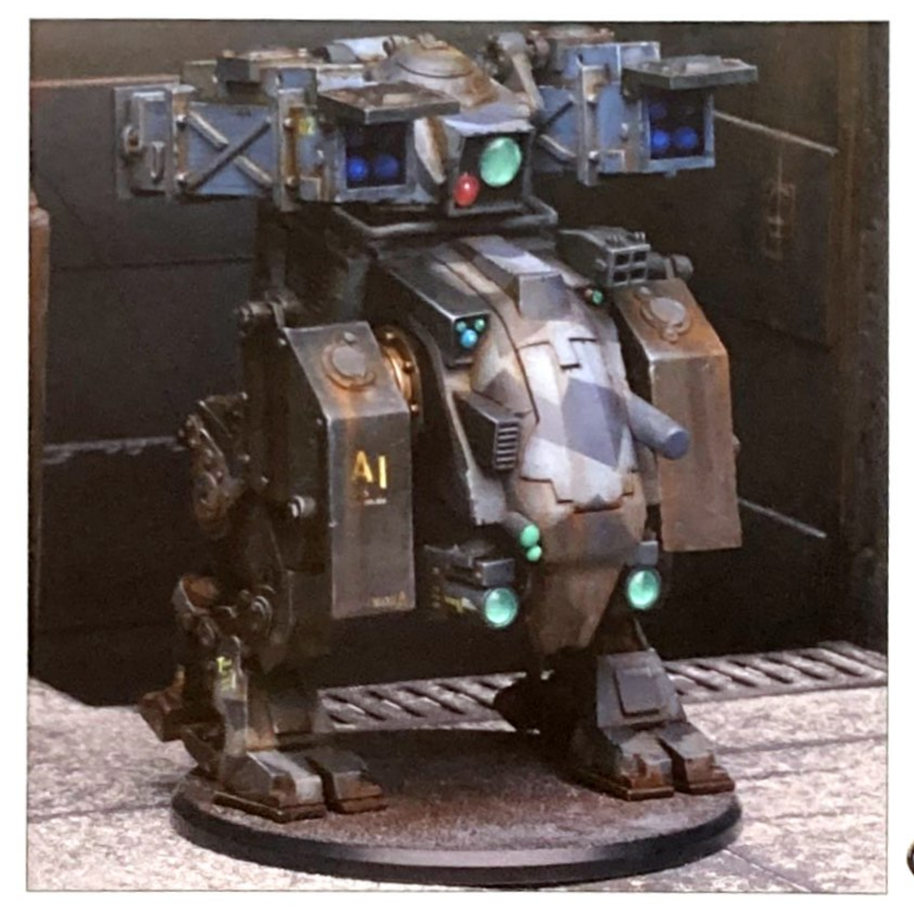
Cost of a Fire Toad "Lancelot" unit

EQUIPMENT	STANDARD NUMBERS (1)	MAXIMUM NUMBERS (2)	EXTRA FIGHTER
Standard	150 A.P.	450 A.P.	+ 150 A.P.

(1) 1 Fire Toad "Lancelot" including: 0 to 1 officer
(2) 3 Fire Toad "Lancelot" including: 0 to 1 officer

DEFENDER SNAKE

Factory name: MATCS Defender M4 "Defender Snake" assault strider



The U.N. arsenal would not have been complete if it did not include combat striders capable of making the most of the arsenal's long range weapons and capable of targeting with accuracy any enemy armored fighting vehicle. Combining speed, firepower and range, the Defender Snake is without doubt one of the greatest U.N. industrial achievements: developed in record time, it soon became obvious that this machine was the future of medium combat striders.

Defender Snake pilots are envied by all those who dream of one day being in command of an AFV hunter.

TACTICS

The Defender Snake is an anti-tank unit designed to have great mobility and extraordinary range. It can attack enemy armored fighting vehicles while staying out of reach. Since it is the infantry's job to occupy terrain, there is no particular reason armored fighting vehicles should be exposed on the battle line...

The mobility of these assault striders make them the quintessence of AFV hunters, capable of exploiting the slightest shooting opportunity to launch devastating salvos.

COMPOSITION OF A UNIT

Type: 2.
Numbers: 1.
Standard equipment: Medium missile launcher x 2.
Officer: Rank 1.

Equipment

Medium missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: the minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Officers

Sergeant (Sgt.) : + 15 A.P.

Cost of a Defender Snake unit

EQUIPMENT	STANDARD NUMBERS (1)
Standard	400 A.P.
(1) 1 Defender Snake including: 0 to 1 officer	



Defender Snake				
	20	8	13	5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Ranged weapons	Accuracy				SP
MEDIUM MISSILE LAUNCHER (1)	3+	2/0	-	14/2	2
MEDIUM MISSILE LAUNCHER (2)	3+	2/0	-	14/2	2

DEFENDER SNAKE "COBRA"

Factory name: MMPCS Defender M7 "Cobra" assault strider

The Cobra is a hybrid machine destined to neutralize infantry and destroy light armored fighting vehicles. Its moderate construction cost, its easy piloting and its adaptability were some of the many reasons that earned it the favor of officers.

Combining tactical versatility, mobility and firepower, the Cobra is ready for any mission. As an AFV hunter, its "Guisarm" medium missile launcher gives the shakes to any light strider; and as an anti-infantry unit, its "Fryer" medium mortar allows it to annihilate entire units.

TACTICS

The Cobra combines an indirect fire weapon and locked shot weapon, which gives it the opportunity to optimize its shooting possibilities. It can strike light armored fighting vehicles at very long range and attack infantry without having to worry about cover. These qualities allow the Cobra to be dangerous at all times.

COMPOSITION OF A UNIT

Type: 2.

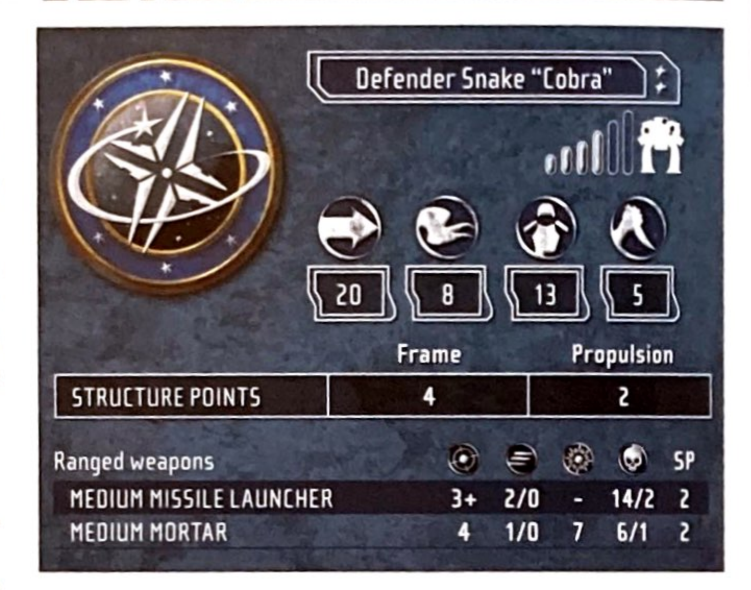
Numbers: 1.

Standard equipment: Medium missile launcher and medium mortar.

Officer: Rank 1.

This was an interesting attempt to give the machine the maximum armament possible. Unfortunately, problems of bulk and energy supply proved insurmountable.





THE BATTLE OF PROSERPINA

Proserpina, AT-41. An unexpected Red Blok offensive allowed the collectivists to capture a string of fortified positions, where five hundred soldiers, supported by four assault striders, took up position.

CentCom fielded eight infantry squads and three Cobras. A group of steel TacArms made their way to the heights where they could eventually spot for artillery fire. It then took less than an hour for the U.N. assault striders to neutralize four hundred krasny soldati and to damage beyond repair two enemy assault striders. Demoralized, the revolutionary troops were forced to surrender.

Equipment

Medium missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: the minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

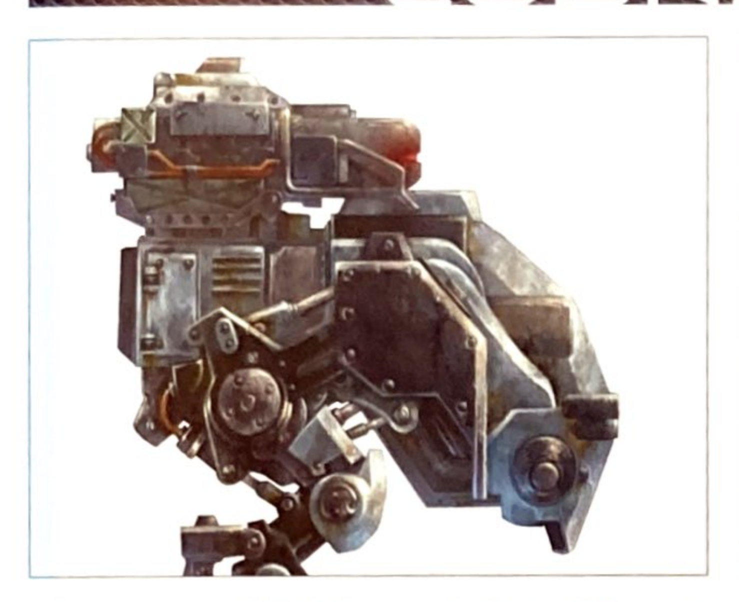
Officers

Sergeant (Sgt.) : + 15 A.P.

Cost of a Defender Snake "Cobra" unit

EQUIPMENT	STANDARD NUMBERS (1)
Standard	350 A.P.
(1) 1 Defender Snake "Cobra" including: 0 to 1 officer	

DEFENDER SNAKE "COBRA M8"





Factory name: MMPCS Defender M8 "Cobra M8" assault strider

The Cobra M8 is the latest version of the Defender Snake, designed to improve on the versatility of this assault strider. Equipped with an advanced tracking system capable of following several targets at once, this strider mounts a medium laser cannon and a medium missile launcher.

This makes it the ideal support machine for infantry units and recon striders alike. The targets it does not destroy the first time become easy pickings for the troops accompanying it. Its missile launcher is perfect for destroying armored fighting vehicles, while its laser cannon is a nightmare for enemy battlesuits.

TACTICS

The Cobra M8 combines a locked shot weapon and multi-purpose precision weapon. This combination proves remarkably useful on the battlefield. The medium laser cannon allows it to destroy armored fighting vehicles that were previously damaged by the medium missile launcher, but it can also be used to eliminate soldiers threatening the Cobra M8.

DRIVE HARD

The Cobra M8 became popular with the extraordinary success of the motion picture trilogy: *Drive Hard*.

A heroic pilot, Jack MacBain, is unwillingly caught up in some complex military plotting. Thanks to his endurance and skills, he pulls a unit of steel troopers from a series of desperate situations. Aboard his combat strider, MacBain shoots down all his enemies and finally thwarts their evil plans. As Space Marshal Sanchez perfectly put it, after attending a screening of the latest movie: "Now that's a real hero and a real man! Like all the White Stars!"

COMPOSITION OF A UNIT

Type: 2.

Numbers: 1.

Standard equipment: Medium laser cannon and medium missile launcher.

Officer: Rank 1.

Equipment

Medium missile launcher: This weapon has the "Locked shot" ability:

- It can only target armored fighting vehicles or terrain elements with Structure points;
- It cannot use Overwatch fire;
- Cover and fighters caught in the zone of fire are ignored;
- Shooting tests are resolved differently: the minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Officers

Sergeant (Sgt.) : + 15 A.P.

Cost of a Defender Snake "Cobra M8" unit

EQUIPMENT	STANDARD NUMBERS (1)
Standard	400 A.P.
(1) 1 Defender Snake "Cobra M8" including: 0 to 1 officer	

FIRE CRAWLER

Factory name: HATCS "Fire Crawler" support strider

The Heavy Anti Tank Combat Strider "Fire Crawler" stands on the battlefield like an enormous spider, weaving its deadly web of scorching energy and deafening explosions. No lower class strider can face this monster of technology and live. None of them can match its firepower or its endurance.

Unfortunately, the extremely potent weapons mounted on the Fire Crawler make it a very rare and costly unit. In fact, these weapons are the latest achievements of U.N. science in the field of armament.

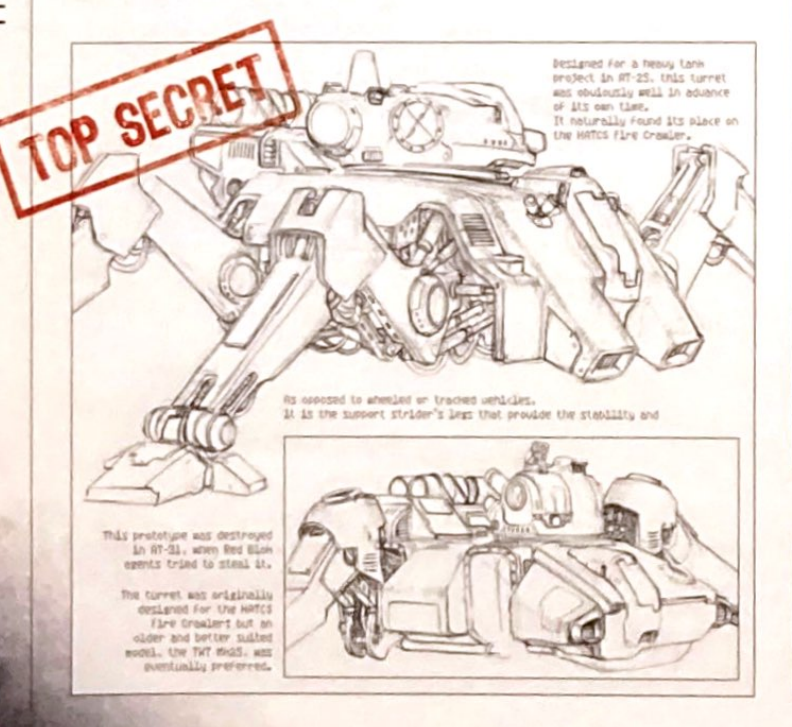
The graser, that has tamed the power of gravity itself, was first intended to be a ground-to-space defense weapon, capable of striking a spaceship out of orbit to vaporize it in one shot... For defense, the Fire Crawler has received, in addition to this epic armament system, sixty centimeters of high performance armor and three parallel safety backups for all its systems!

TACTICS

The Fire Crawler is a multi-purpose unit capable of fulfilling any mission. It was designed to combine extraordinary firepower with colossal resilience.

Save for combat striders of equivalent size, nothing can really threaten a Fire Crawler. Its armor shelters it from medium striders and the exceptional range of its weapons allows it to be the first to shoot almost every time.

Rumor claims that the first officers who deployed this prodigious machine complained that they didn't have anything left to do: the Fire Crawler took care of everything.





Fire Crawler

	20	9	15	5

	Frame	Propulsion
STRUCTURE POINTS	5	4

Ranged weapons					SP
HEAVY GRASER (1)	7	3/0	-	17/2	3
HEAVY GRASER (2)	7	3/0	-	17/2	3

COMPOSITION OF A UNIT

Type: 3.
Numbers : 1.
Standard equipment: Heavy graser x 2.
Officer: Rank 3.

Officers

Lieutenant (Lt.) : + 40 A.P.

THE PAINFUL BIRTH OF THE FIRE CRAWLER

In any military operation carried out by the U.N.A., recon type light combat striders always got to play the best part in the show.

Nevertheless, during the latest industrial strikes, which badly hit Fire Industries in AT-31, the M.Ind showed that the choices of General Staff were no longer in synch with the technological reality of the U.N.A.

The insurgents took control of two experimental versions of the Fire Crawler. CentCom sent in swarms of Fire Toads that were soon destroyed or in rout. The recon strider units equipped with LLC "Lightlance" anti-tank lasers were unable to find the slightest fault in their armor. It finally took the combined intervention of five assault strider platoons to neutralize the pair of experimental Fire Crawlers.

"A painful birth" as the CEO of Fire Industries would later comment...

Cost of a Fire Crawler unit

EQUIPMENT	STANDARD NUMBERS (1)
Standard	775 A.P.
(1) 1 Fire Crawler including: 0 to 1 officer	

The Future



AGENCIES

The U.N.A. have always relied on governmental agencies for surveillance or to take discrete action when required, such as the study of alien technology, intelligence gathering or the conquest of space. Although their existence is known to everyone, their true activities are often stamped "top secret". Nevertheless, they fight to defend U.N. ideals and have prestigious reputations throughout the galaxy.

MORNINGSTAR

Morningstar is older than the U.N.A. This agency has existed throughout history under a variety of codenames. Created in BT-376, after the discoveries of the Coleman expedition, this mysterious organization was originally in charge of piercing the secrets of the pyramid of Hamrun and determining the possible technological applications of these findings. Its discoveries, starting with space propulsion, were the reasons behind several industrial revolutions, which in turn led to the creation of the U.N.A. The constitution and the star symbol of the U.N.A. were inspired by Morningstar.

Morningstar, the soul of the U.N. way of life, still exists in AT-43. Its agents follow the White Stars across the galaxy, collecting artifacts and scientific innovations. Its discoveries, such as cold core fusion, are used to improve the daily life of the Avan population and are at the heart of many inventions of the M.Ind. Although closely connected to the U.N.A., it is an independent agency that finances its own research with the industrial patents it registers. This historical financial and political autonomy allows the agency to work with CentCom, the M.Ind and Union without having to side with any of them in their power struggles.



Morningstar has recently made some major discoveries after a post-mortem was carried out on a Therian overseer. As a result, some considerable breakthroughs in the fields of cybernetics and medicine are expected soon.

Helena,

A recent operation on Damocles has allowed us to recover the wreck of one of those famous red wrath golgoths. The pilot's cockpit was in an excellent state and we were able to proceed to advanced analysis. The results have been transmitted to the scientists of the M.Ind, at their request.
We know that they will make good use of the neural connection interface.
However, the M.Ind did not tell us what to do with the body of the overseer that was soaking in the cockpit fluids. So we have taken the opportunity to carry out a post-mortem. The conclusions are rather surprising and I believe they will interest you (attached file). You need to know that Therian DNA is 99.8% compatible with ours. Therians are definitely able to manufacture synthetic organs, free from all traces of evolutionary or genetic imperfections. Our sinister enemies could well be vulnerable to some small virus of our own making!

Sincerely yours,

Brian

MUSE

"Have you ever heard of code Wendigo, Space Marshal Sanchez?"

"It's a class 5 file, agent Jennings. Top secret."

"Yes it is. It contains, among other things, reports from soldiers detailing a skirmish with an unknown enemy in BT-0, during the Antarctica campaign. There are even some interesting pictures, although taken in the heat of action."

"A forty-three-year-old hoax! Even the tabloids got bored of it, but I knew Muse would never let go of it. How do those stories of giant monkeys landing in full armor have anything to do with me?"

"These wendigos, or monkeys as you called them, actually call themselves Karmans. One of their ambassadors is currently waiting in the next room. He is seeking to open an embassy on Ava, Space Marshal. May I make the introductions?"

– Dialogue between agent Jennings and Space Marshal Sanchez

The Muse agency was created in BT-220, soon after the first Avan space flights. At the time, no one knew if the technology of Hamrun was the product of a lost human civilization or some alien species. The role of Muse was to investigate the presence of other species in the galaxy and carry out research on the origins of this technology. Very few people took this agency seriously.

Muse went through various ups and downs until BT-147, when an Avan expedition finally made contact with the mysterious Cogs. The era of space conquest became the golden age of Muse: despite the repeated failures to conclude permanent deals with the new civilizations encountered, the number of people working for the agency and the financial support it benefited from were multiplied with each new contact established.



Muse now has thousands of agents scattered throughout the galaxy. The government has no idea of the extent of the influence and knowledge gained by this discrete organization. However, alien civilizations consider the agents of Muse as the ambassadors of Ava. Muse's reflections are made on a galactic scale: its emissaries exchange many secrets and sometimes joke with their hosts about how self-centered the U.N.A. are.

Since the Trauma, whenever Muse visits a new planet it looks for pyramids like the ones the Therians built on Ava. Its agents are trying to unveil the secrets of the doom machines. Their motivations are a bit confusing though. Some seek purely and simply to destroy the devices, while others want to study them for the glory of Ava and the U.N.A.

CHIRON FOUNDATION

"Knock, knock! Good evening, Professor Sansbury!"

"Who are you? Out of here immediately or I'm calling security!"

"Alex Gorman, Chiron foundation. I am security."

"What's your business?"

"I'm here to tell you that you are under arrest for repeated breach of bioethical protocols and collusion with the enemy. We know you've been selling the results of your research on psychic inhibitors to the Red Blok. Sir, you are a traitor."

"You cannot arrest me!"

"And you're wrong. I happen to have a warrant here in my pocket."

"Then... I will kill you with my new psychic powers, you miserable wor... ARGH!"

"What you are currently experiencing is called a psylock, Professor. As you may see, you certainly do not have a monopoly on psychic powers."

– Arrest of Professor Sansbury

The Chiron foundation was created in BT-10, after the Red Blok secession. Officially the foundation was in charge of recruiting, training and supervising "high potential" individuals for the U.N.A. The population believes the Chiron foundation has been sponsoring a U.N. elite. In fact it does deliver grants to promising students, scientific geniuses and high level athletes.



However, the true role of the foundation is more secret: it is there to detect, monitor and control exceptional people, allowing the government to exploit their skills in the best way possible and to avoid losing them to the Red Blok. Chiron is there to train future heroes and bring back those who have strayed from the right path.

Many Chiron agents rose from the foundation's supervision program. They are housed, fed and employed by the foundation itself as communication managers, recruiters or secret agents.

The Chiron foundation has set up procedures to supervise U.N. cultural and scientific activities. Notably, it is behind the Cassandra protocol, a reporting procedure dedicated to the detection and study of individuals with high psychic potential. The U.N.A. are trying hard to catch up with the Red Blok in this domain. The Chiron foundation has trained some subjects to become the finest agents of U.N. intelligence and a nightmare for all the spies in the galaxy.

TROOPS





Star trooper

14	4	4	3

Standard ranged weapon				
ASSAULT RIFLE	3	1/1	-	4/1
Special weapon				
FLAMER (projection ; indirect fire)	(25)	1/0	4	8/1
VOLCANO MG	3	3/0	-	7/1
MISSILE LAUNCHER (locked shot)	3 +	1/0	-	13/2
Mêlée weapon				
COMBAT KNIFE	3	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1



Steel trooper

14	5	5	4

Standard ranged weapon				
LASER RIFLE	5	1/0	-	5/1
Special weapon				
LASER GUN	7	1/1	-	14/1
VOLCANO MG	4	3/0	-	7/1
MISSILE LAUNCHER (locked shot)	3 +	1/0	-	13/2
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1





Shock trooper

14	5	5	5

Standard ranged weapon				
SMG	1	2/0	-	4/1
Special weapon				
FLAMER (projection; indirect fire)	(25)	1/0	4	8/1
Mêlée weapon				
POWERPIKE	7	1/1	-	7/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1



Wing trooper

18	5	5	4

Standard ranged weapon				
MULTILASER	2	1/1	-	5/1
Special weapon				
LASER GUN	7	1/1	-	14/1
MISSILE LAUNCHER (locked shot)	3+	1/0	-	13/2
SNIPER GUN (sniper)	10	1/0	-	8/1
Mêlée weapon				
COMBAT KNIFE	4	1/0	-	3/1
Optional weapon				
GRENADES (indirect fire)	0	1/0	1	4/1



Steel TacArms

14	6	9	4

Ranged weapon				
LASERGUN (1)	7	1/1	-	14/1
LASERGUN (2)	7	1/1	-	14/1



Shock TacArms

14	6	9	5

Ranged weapon				
FLAMER (projection; indirect fire)	(25)	1/0	4	8/1
Mêlée weapon				
POWERLANCE	7	1/1	-	11/1



Jam TacArms

14	6	9	4

Ranged weapon				
JAMMER (jammer)	5	1/0	-	3+/1
MISSILE LAUNCHER (locked shot)	3+	1/0	-	13/2







Fire Toad

25	7	11	5

	Frame	Propulsion
STRUCTURE POINTS	3	2

Ranged weapon					SP
LIGHT LASER CANNON (1)	8	1/1	-	14/1	1
LIGHT LASER CANNON (2)	8	1/1	-	14/1	1



Fire Toad "Iron Rain"

25	7	11	5

	Frame	Propulsion
STRUCTURE POINTS	3	2

Ranged weapon					SP
LIGHT MG (1)	5	3/0	-	7/1	1
LIGHT MG (2)	5	3/0	-	7/1	1



Fire Toad "Light Prince"

25	7	11	5

	Frame	Propulsion
STRUCTURE POINTS	3	2

Ranged weapon					SP
LIGHT LASER CANNON	8	1/1	-	14/1	1
LIGHT MG	5	3/0	-	7/1	1



Fire Toad "Lancelot"

25	7	11	5

	Frame	Propulsion
STRUCTURE POINTS	3	2

Ranged weapons					SP
LIGHT GRENADE LAUNCHER (1)	4	1/0	3	5/1	1
LIGHT GRENADE LAUNCHER (2)	4	1/0	3	5/1	1



Defender Snake

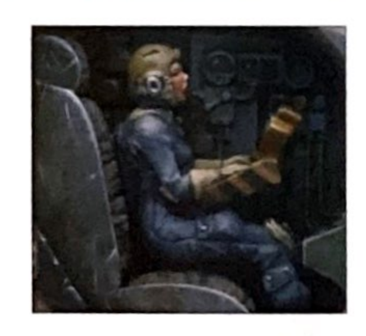
20	8	13	5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Ranged weapons					SP
MEDIUM MISSILE LAUNCHER (1)	3+	2/0	-	14/2	2
MEDIUM MISSILE LAUNCHER (2)	3+	2/0	-	14/2	2









Defender Snake "Cobra"

20	8	13	5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Ranged weapons					SP
MEDIUM MISSILE LAUNCHER	3+	2/0	-	14/2	2
MEDIUM MORTAR	4	1/0	7	6/1	2



Defender Snake "Cobra M8"

20	8	13	5

	Frame	Propulsion
STRUCTURE POINTS	4	2

Ranged weapons					SP
MEDIUM MISSILE LAUNCHER	3+	2/0	-	14/2	2
MEDIUM LASER CANON	8	2/1	-	15/1	2



Fire Crawler

20	9	15	5

	Frame	Propulsion
STRUCTURE POINTS	5	4

Ranged weapons					SP
HEAVY GRASER (1)	7	3/0	-	17/2	3
HEAVY GRASER (2)	7	3/0	-	17/2	3

U.N. ARSENAL

EQUIPMENT

Flamer: This weapon has the "Projection" ability:

• When a unit contains several of these weapons, each of them can pick a different target;

• Cover and fighters caught in the zone of fire are ignored;

• No shooting test is necessary, so there are no successes. (Therefore, shots cannot be combined to increase the area of effect.);

• The Accuracy of the weapon shows the weapon's maximum range in cm. The template is centered on a fighter. All the miniatures located even partially under the area of effect undergo a damage test.

G-Pack: Fighters equipped with G-Packs get the "Rocket jump" ability. They can jump over miniatures and terrain elements during their movement.

Grenades: Fighters equipped with grenades can take shots with this indirect fire weapon. This equipment represents enough grenades for the whole battle.

A unit using this equipment cannot use any of its ranged weapons during the current activation.



GRENADES (indirect fire)	0	1/0	1	4/1

Gyroscopes: These mechanisms give the TacArms the "Stability" ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

Jammer: This weapon has the "Jammer" ability:

• It can only target armored fighting vehicles;

• Damage tests are resolved differently: The minimum result needed on the die is always the same. This result is shown instead of the Penetration of the weapon.

Missile launcher : This weapon has the "Locked shot" ability:

• It can only target armored fighting vehicles or terrain elements with Structure points;

• It cannot use Overwatch fire;

• Cover and fighters caught in the zone of fire are ignored;

• Shooting tests are resolved differently: The minimum result needed to hit is always the same, no matter the range. This result is shown instead of the Accuracy of the weapon.

Laser targeter: This targeting system gives the "Designator" ability to the TacArms. During his activation, a fighter can tag an enemy unit he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.

Sniper gun: A fighter equipped with this weapon gets the "Sniper" ability:

• This ability can only be used if the fighter doesn't move at all during his activation;

• Cover and fighters caught in the zone of fire are ignored;

• This ability cannot be used in "Overwatch!";

• The player chooses the target of each impact among the visible fighters of the targeted unit. If the target is an armored fighting vehicle, the player chooses the location of each impact.

Triple lense helmet: The fighters gain the "Detection" ability. They gain + 1 in Accuracy with all their direct fire weapons. In addition, they ignore their enemies' "Stealth" ability.

SPECIALISTS

Combat engineer: The combat engineer has the "Sabotage" ability. During his unit's activation he can sabotage a terrain element within 2.5 cm of him. The chosen element is removed from the battlefield.

Mechanic: The mechanic has the "Repair" ability. At the beginning or at the end of his unit's activation he can repair a friendly armored fighting vehicle within 2.5 cm of him. The armored fighting vehicle recovers 1 SP in a location chosen by the player. Destroyed parts may be repaired.

Medic : The medic has the "First aid" ability. Once per round he can save a member of his unit. The player announces the use of this ability by shouting "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use this ability.



GAMING AIDS

Players take turns during a game of *AT-43*. The player whose turn it is to play is called the **active player.** The other players are the **passive players.** Once the active player has finished acting, he **hands the lead** to the next player who becomes the active player as he becomes a passive player.

 The action is a failure. No need to roll the die.

 The action is a success. No need to roll the die.

UNIVERSAL TABLE OF RESOLUTION

Universal table of resolution

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...
[failure]	[symbol]	5+	4+	3+	2+	[success]

The universal table of resolution is used to determine the success or failure of actions carried out by the fighters of *AT-43*.

To resolve an action you need to determine its **action value** (generally a characteristic) and its **difficulty.** The descriptions of the various actions show the numbers to use.

You then do the calculation "**action value – difficulty**". The result determines the column to read in the universal table of resolution. This column indicates the minimum result required on a die for the action to succeed.

LINE OF SIGHT

Obstacles can prevent a unit from seeing certain opponents. A fighter has a **line of sight** on an element when he can see it.

When two dimensional terrain is used (a gaming poster for instance), the line of sight is determined by tracing imaginary lines connecting the edges of the fighter's base to those of the targeted element.

- If at least one line can be traced without encountering any obstacle, the target is visible.
- If all the lines encounter an obstacle, the target is not visible and cannot be targeted.

When three dimensional terrain is used (a container, a low wall, etc.), adopt the point of view of the acting fighter by placing yourself at the miniature's level to determine if he can or cannot see his target. If he can see it, even partially, he has a line of sight; the action is resolved as if the target was visible.

Important! Soldiers are an exception to this rule: they never block the line of sight.

If the case is debatable, refer to the Size indicated on the reference card. A miniature whose Size is less than or equal to the obstacle's is completely hidden behind it; if its Size is higher by at least one point, it is visible.

PLAYING A GAME

A game lasts a certain number of game rounds. This number can be defined by the mission or by the players themselves. A game round is divided into three phases. Each phase is detailed in separate chapters hereafter.

1 –Tactical phase (see *AT-43 The Rulebook* pp. 54)
The players determine in which order they will play their units and decide which player will play first.
2 – Activation phase (see *AT-43 The Rulebook* pp. 56)
The players activate their units in turn. The fighters move on the battlefield, shoot at their enemies and engage them in close combat.
3 – Control phase (see *AT-43 The Rulebook* pp. 72)
The players check the objectives that are being fulfilled. Holding strategic points allows the player to call in reinforcements!

DAMAGE INFLICTED ON ARMORED FIGHTING VEHICLES

An armored fighting vehicle is composed of several distinct parts;
- The **frame:** The general structure of the machine;
- The **propulsion** systems: Anything that allows the armored fighting vehicle to move;
- The **weapons**: The number of weapons varies from one armored fighting vehicle to the next. Each weapon is considered to be an independent part.

Each part is given a certain number of **Structure points (SP)** to represent its durability. When a damage test against an armored fighting vehicle is successful, the part that is hit must be determined. A die is rolled and its result is read on the Location table.

Location table

Resultt	Damaged part
1, 2	Propulsion
3, 4, 5	Frame
[symbol]	A weapon (*)

(*) : *A weapon chosen by the active player*



The indicated part loses a number of SP equal to the Damage value of the weapon used.

When the location indicates a part of the machine that has already been destroyed the damage is then transferred to the frame.

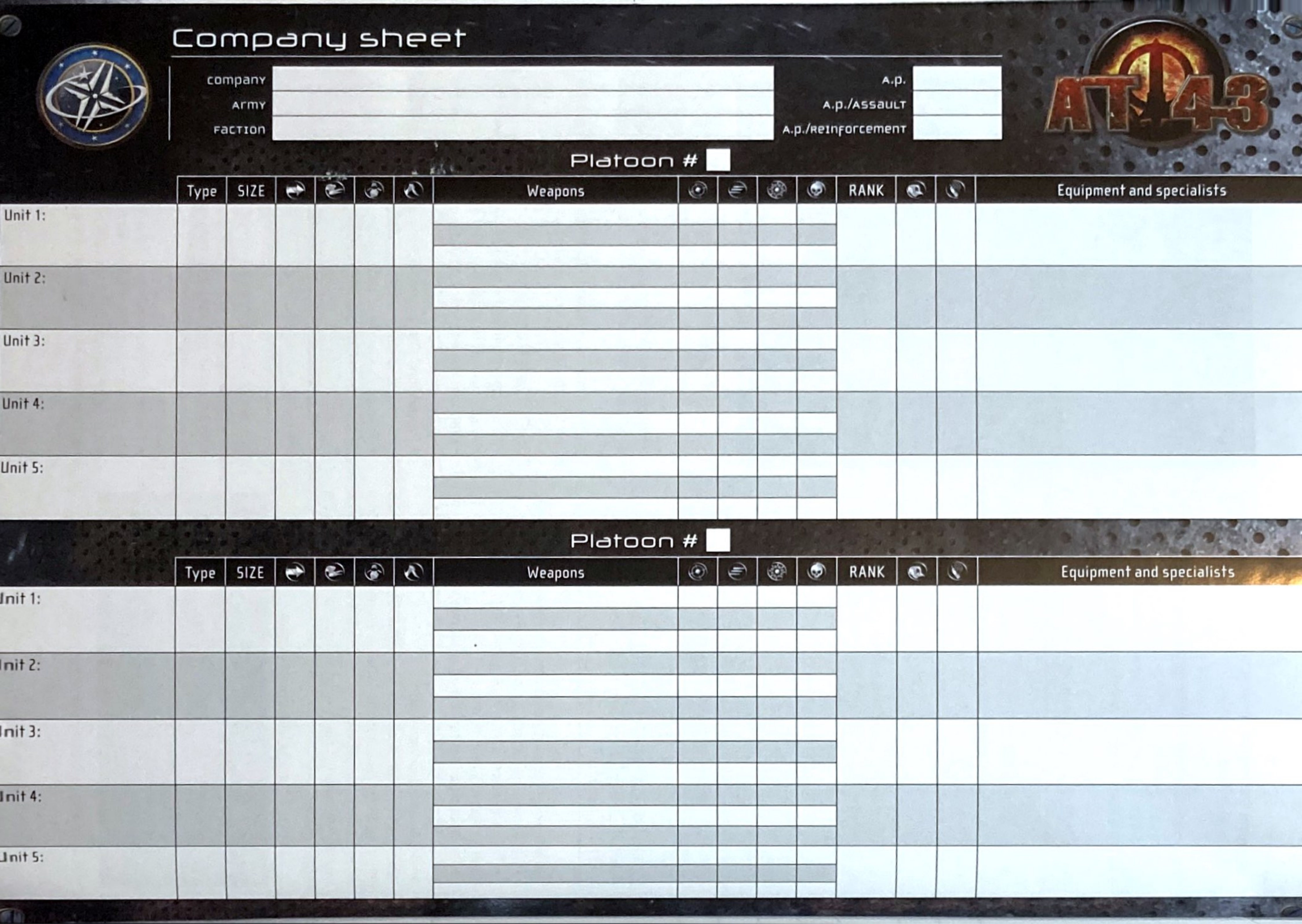
When the damage inflicted is higher than the number of SP of the part hit the Damage excess points go to the frame.

0 SP: Destruction

When a part of a machine falls to 0 SP it is destroyed. The consequences vary depending on the part's function.
- **Weapon:** The weapon destroyed cannot be used until the end of the game
- **Propulsion:** The armored fighting vehicle is immobilized (See Immobilized armored fighting vehicles).
- **Frame:** The armored fighting vehicle is destroyed and counted as a loss. The miniature is removed;

Immobilized armored fighting vehicles

An armored fighting vehicle whose propulsion has been destroyed cannot move anymore. If it was part of a unit, the player has the following choice upon each of the unit's activations:
- He maintains the unit's cohesion and keeps the other members in contact (2.5 cm) with the immobilized armored fighting vehicle.
- The pilot ejects himself from his armored fighting vehicle and leaves the battlefield. The armored fighting vehicle is considered destroyed and its miniature is removed. If the pilot is a hero his miniature is placed on the game table where the armored fighting vehicle stood.


Company sheet

company		A.p.	
Army		A.p./Assault	
Faction		A.p./Reinforcement	

Platoon #

	Type	SIZE					Weapons					RANK			Equipment and specialists
Unit 1:															
Unit 2:															
Unit 3:															
Unit 4:															
Unit 5:															

Platoon #

	Type	SIZE					Weapons					RANK			Equipment and specialists
Unit 1:															
Unit 2:															
Unit 3:															
Unit 4:															
Unit 5:															



"No one escapes war!"



"We're not lucky bastards, we're just the best!"

The United Nations of Ava are leading humanity on the road to progress, success and prosperity. Who other than the U.N.A. could claim to defend humanity against the looming perils of space?



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